

NES-FF-USA ★

FINAL FANTASY™



Explorer's Handbook



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**Thank you for selecting
the Final Fantasy™ Game Pak
for your
Nintendo Entertainment System.®**

PRECAUTIONS

- 1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
- 2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
- 3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
- 4) Store the Game Pak in its protective sleeve when not in use.
- 5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.
- 6) Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

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How To Begin Your Final Fantasy Adventure

Insert your Final Fantasy Game Pak into your NES as described in your NES control deck manual. Turn the POWER on and you're ready to embark on your journey!

① Select "NEW GAME" or "CONTINUE"

After you turn the POWER on, a small portion of the Final Fantasy story will be shown. Press the START button on controller #1 to advance to the CONTINUE/NEW GAME screen. Use the + Control Pad to select NEW GAME (CONTINUE is used to continue a saved game) and press the START Button. The basic controller functions are as follows:

- | | |
|---------------|-------------------------------------|
| + Control Pad | — Move party and select options |
| A Button | — Talk, search, or enter selections |
| B Button | — Cancel/Go back one screen |
| Select | — Change marching order |
| Start | — Bring up status screen |



RESPOND RATE

On the CONTINUE/NEW GAME screen, you can change the RESPOND RATE by using left and right on the + Control Pad. A rate of 1 will result in a slow message speed. A rate of 8 is very fast.

HOW TO SAVE (IMPORTANT!)

Your Final Fantasy Game Pak is equipped with a battery that allows you to SAVE your game in order to CONTINUE at a later time. It is a good idea to SAVE your game often. The easiest way to SAVE is to stay at an INN. You can also SAVE by using a HOUSE, CABIN, or a TENT. These will be explained later. Always hold in the RESET button when turning the power off!



2 ASSEMBLING YOUR PARTY

After you select NEW GAME, you will see the screen shown below. Use the + Control Pad to choose a character type (occupation) starting with the upper left character. Refer to page 34 for more information about each character type.

CHARACTER TYPES

Each of the different character types has its advantages. For instance, the Fighters are good at using weapons, but a Magician may have trouble with some weapons. As you learn more about the game, you will find the characters that will work best for you.



ENTER THE NAMES

A letter selection screen will appear. Using the + Control Pad and the A Button, spell out each character's name (up to four letters.) If the name is less than four letters, use the space below the 'T'. Repeat the process for all four characters. Then press the A Button to start the game.



Sample the Game With the Default Party

To get into the game quickly, just press the A Button repeatedly until the game starts. Later, you will want to rename them, but it's a good way to sample the game.



Using the default party will allow you to get into the game quickly.



Your Adventure Begins . . .

Your Four Warriors begin their quest at the entrance to Coneria, the Dream City. Within sight are many geographical features of this world. It is important to understand the terrain in order to guide your adventure party on its quest.

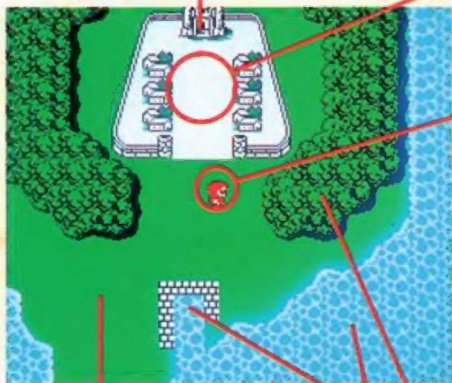
Castle

The pleas of the people within the castle will guide your quest. Use their information wisely.



Town

The townspeople will also assist you on your quest. The use of their SHOPS, INNS, and CLINICS is vital.



Hero

Your adventure party's lead character.



Grassy Plains

Travel here is unlimited.



Forest

Travel here is limited to foot traffic only.



Port

At ports your SHIP can dock, allowing you to explore new lands, or to return home.



Ocean

To navigate the oceans and seas you must use your SHIP.



Begin at Castle Coneria

The Castle Coneria is where your journey begins. Inside, find people to guide your quest.

Solve their puzzles and mysteries, and return after doing so to receive your rewards.



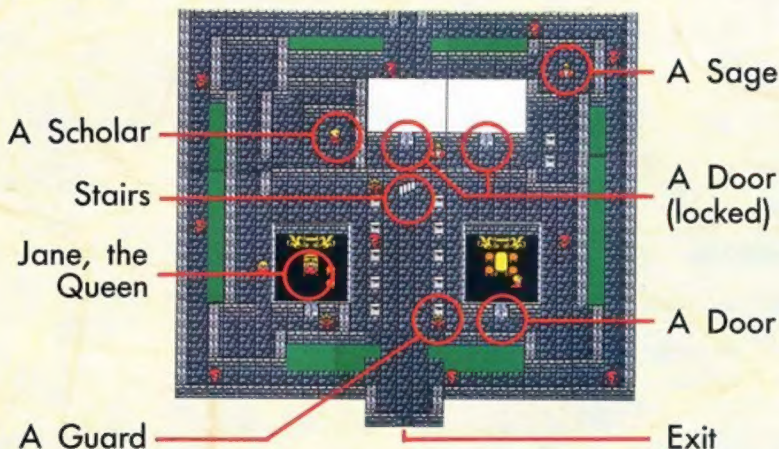
Enter the Castle

Walk into the castle to enter. As you enter the castle, the screen will close on the castle scene. When it re-opens you will be inside the castle.



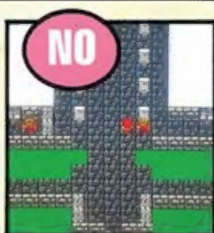
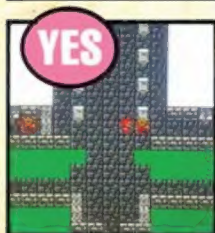
CASTLE CONERIA — 1ST FLOOR

This castle is two stories tall. Explore the ground floor making sure to talk to everyone. Keep an eye out for the staircase leading to floor 2.



Gain information

TALK TO EVERYONE



While in a castle, town, cave or dungeon you must talk to everyone, even animals! To do this simply face towards them and press A. Make sure to search out all the inhabitants of any area you visit. The gathering of information is basic to the playing of any Adventure Game. When you wish to cancel the conversation press A again.



Face the guard to begin your conversation. Press A to talk. Then press A again when you finish reading the message.

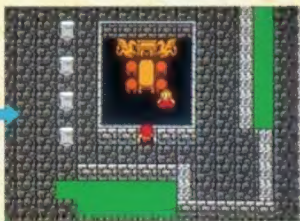


You will meet a great variety of people as you travel on. Some will tell you all that you need to know while others will present a mystery.

Use the door

ENTER THE CLOSED ROOMS

Do not worry though, many of these can be opened to reveal what is hidden inside. If a door does not open, push A to investigate the trouble.



Walk towards the door, and continue through. The ceiling will disappear allowing you to guide the Warriors to what awaits inside.

Face the Queen, and press A. She will reveal her dilemma.



Princess Sara has been kidnapped!

Stairs and Doors

OPEN THE LOCKED DOORS

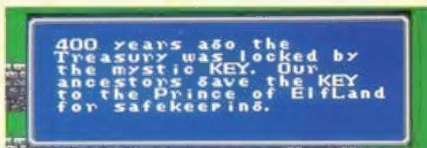
Not all of the doors that you will encounter can be opened at the beginning of your adventure. Some of those doors were locked long ago to keep out unauthorized personnel, and inexperienced Light Warriors. Luckily for you, those that locked the door left the key. Unfortunately the key was sent to a distant city.



You push and push against the door, but it just won't open.



Pushing A to investigate, you find that the door has been locked.

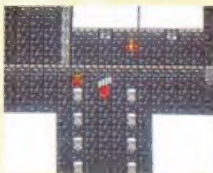


To enter the treasury you must locate the mystic KEY. After the Elf Prince gives it to you, return here to gain access.

Use The Stairs

CLIMB TO THE SECOND FLOOR

To climb up or down a stairway, walk across the top of it. The screen will close on the current scene, re-opening on that of the next floor. Make sure to search out and investigate all of the stairways that you find on your travels.



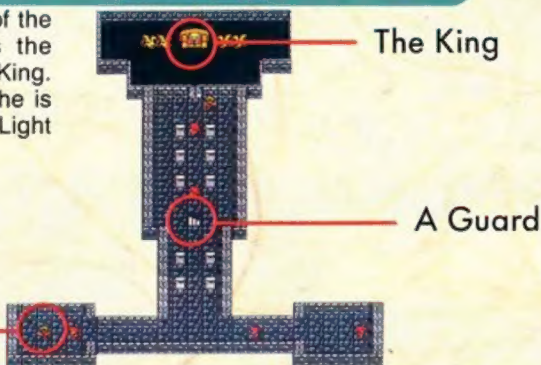
Walking over the Up staircase will take you to the next floor. Now, a whole new floor of this castle can be investigated.



Walking over the Down staircase will return you back one floor, but don't do this until you've examined this new floor.

CASTLE CONERIA — 2ND FLOOR

On the second floor of the Castle Coneria, lies the Throne Room of the King. The guards say that he is looking for you, the Light Warriors.



Proceed To The Throne MEET THE KING

On the second floor you will find clues telling you of a missing princess. Search every corner to receive every clue.

LIGHT WARRIORS... Just as in Lukahn's prophecy, Garland has kidnapped the Princess. Please help her!!

The King pleads for the rescue of Sara, his daughter.

Reports say that Garland holds the Princess in a temple to the northwest.

It's no great mystery where Garland hides. Go get him.

Use The Stairway RETURN TO FLOOR 1

Walking directly over a stairway will allow you to go up or down, depending on the stairs direction.

GOING UP



GOING DOWN



NOTEBOOK

- The Princess needs to be rescued.
- Garland has kidnapped the Princess and hides to the Northwest in the Temple of Fiends.
- The Treasury is locked and the Elf Prince holds the Key.

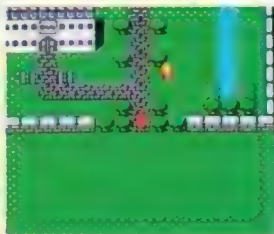
Outfit Your Trek In Coneria

Just outside the castle walls lies the town of Coneria. Called the Dream City, it will become the base of your travels on your quest to save the Princess.



Which Town Do I Go To?

Although what you see looks like six different villages before you, it doesn't matter which you enter. They are all the same.



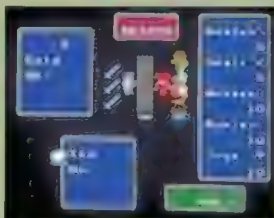
CONERIA

Inside Coneria you will find more people who will assist you on your quest. For guidance, talk to everyone. Visit the shops to buy the tools and magic you will need to defeat your enemies. The INN and CLINIC will heal your battle wounds and casualties.



BUY WEAPONS

While in Shops or INNS, the keeper will direct you to the choices available to you. Using the + Control Pad, point the 'finger' to your chosen action, then press A. Pressing B will withdraw your last selection.



A Call To Arms

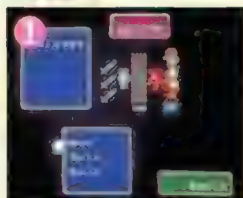
PURCHASE YOUR IMPLEMENTS OF DESTRUCTION

There are different types of stores in each town. The stock and prices at each shop will vary as you move to each new town or village. Some items will be available at only one particular shop.

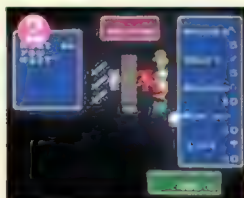


THE WEAPON SHOP

Each storekeeper will guide your visit to his store. Point the 'finger' to your choice, then push A to execute. Make as many purchases as you wish before exiting. Push B to cancel.



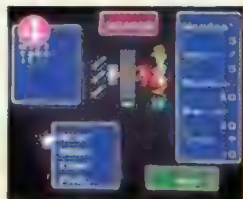
Welcome to my shop. You wish to make a purchase?



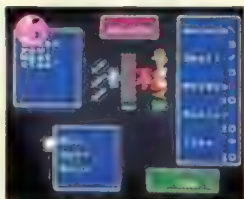
You'd like to buy a rapier?



It costs 10 Gold, do you still want it?



Who will carry this fine weapon?



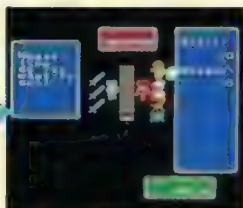
Your transaction is completed. Is there anything else?

SELL SURPLUS WEAPONS

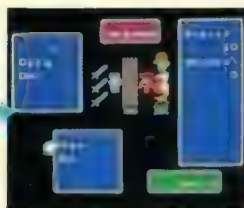
Your journey to new towns, and the exploration of dungeons, will allow you to find more effective weapons. Each Warrior is able to carry up to four weapons at a time. When a Warrior's inventory becomes full you should sell your surplus weapons.



Select SELL, choose who will sell an item and press the A Button.



Next, choose which item you would like to SELL



The shopkeeper will make you an offer. Select YES to accept it

Key To On Screen Symbols

Weapon

	Staff
	Dagger
	Nunchuck
	Hammer
	Sword
	Axe

Armor

	Armor
	Shield
	Bracelet
	Helmet
	Gauntlet

Each character uses different weapons. Some characters can't use certain weapons. This list shows which weapons to purchase first.

Character Types	Weapon	Armor
Fighter	Rapier	Chain
Thief	Rapier	Wooden
Black Belt	Wooden	Wooden
Red Mage	Rapier	Chain
White Mage	Iron	Cloth
Black Mage	Small	Cloth

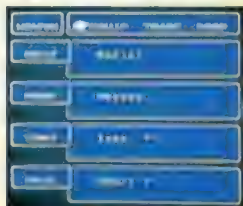
EQUIPPING WEAPONS AND ARMOR

Before you go out of the town, you will need to EQUIP yourself with the weapons and armor that you have purchased. If you don't, you may find yourself face to face with a group of enemies with nothing but your hands to protect you.

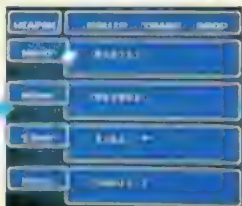


EQUIP

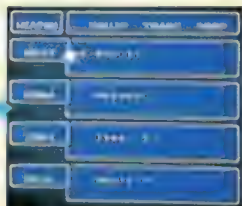
To EQUIP your weapons and armor you first need to go to the MENU screen. To do this, press the START button, Move the 'finger' to where it says WEAPON and press the A Button. Then follow the directions below.



With the 'finger' on EQUIP, press the A Button



Put the 'finger' in front of the weapon you wish to hold and press A.



An 'E' will appear next to the item that has been equipped

TRADE

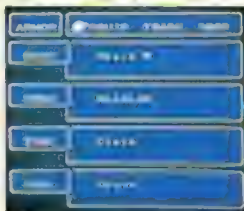
If you would like to give a weapon or armor from one character to another, use the TRADE command. Use the A Button to pick up an object, move it and press A again.

DROP

The DROP command simply drops the object that you indicate.

EQUIP ARMOR THE SAME AS WEAPONS

Equipping armor is done the same way as weapons except that you move the 'finger' on the menu screen to ARMOR instead of WEAPON. Always remember that each character can only carry four weapons and four kinds of armor.



Put the 'finger' on EQUIP and press the A Button



Select the armor you wish to wear and push the A Button again

THE MENU SCREEN

These are the Four Orbs that you must restore

GOLD

Options that you may select



Here are the four Light Warriors. Each block contains a lot of vital information

Press the START Button to get to this screen!

This area shows how many spells of each level this warrior can use

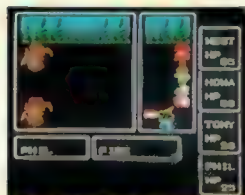


WARRIOR'S NAME
WARRIOR'S LEVEL
WARRIOR'S HP
(actual/maximum)

BUY MAGIC

Magic is a very important part of Final Fantasy. There are two types of magic — White and Black. Magic level is not the same as Experience Level. For example, if you are at level 4 Experience,

you won't necessarily be able to cast level 4 spells. As you gain more experience, the higher level spells will become available for use.



Here is the Black Magic FIRE spell in action.



The White Magic CURE spell being used to help a comrade

White Magic is usually used for defense and for healing purposes. Black Magic tends to be more destructive in nature. It's often used while attacking.

BUYING WHITE AND BLACK MAGIC

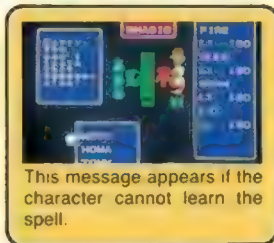
In the towns you will find two kinds of magic shops. Different characters will be able to learn different kinds of magic.



Selecting the character to learn the spell.



The list of spells sold in this shop.



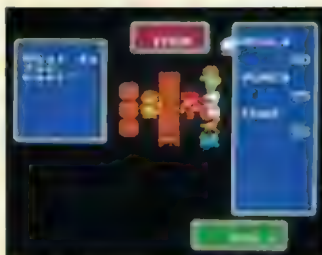
MAGIC LEVEL AND EXPERIENCE

At the start of the game you will only be able to learn level 1 spells. As your magic users gain experience, they will be able to purchase higher level spells. The most useful level 1 spells are CURE (White Magic) and FIRE or SLEP (Black Magic). Be sure that you obtain these if you can. Each magic user can learn up to 3 spells for each spell level.

If you have enough money, BUY POTIONS!



items are available here. If you don't have very much money it is wise to return as soon as you have the necessary funds. Remember that different shops sell different goods.



Here is a list of items available for sale at this Potion Shop.

THE ITEMS

Here is a listing of the items that you can buy at Potion Shops as well as what they can do for you.

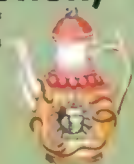
HEAL ☞ (Potion)

Extracted from a rare tree. It restores HP. You can use it during a fight or while travelling.



PURE ☞ (Potion)

This potion will cure you if you are poisoned by an enemy.



SOFT ☞ (Potion)

This potion will restore to life any character turned to stone by an enemy spell. It works instantly, but you can't use it during a battle.



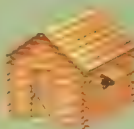
TENT

A magic TENT that you can keep in your pocket. It can be used to SAVE your game and to recover some valuable hit points (HP).



CABIN

A CABIN that works similar to the TENT. It SAVES your game data and recovers more hit points than the TENT.



HOUSE

Even better than the CABIN, the HOUSE will allow you to SAVE your game and recover a lot of hit points (HP) and magic power (MP).



Saving your game at

THE INNS — VERY IMPORTANT!

Staying at an INN will SAVE your game. Your hit points (HP) and magic power (MP) will return to maximum also. The Inn-keeper will always remind you to press and

hold the RESET button on your NES while you turn the power off to ensure that your quest is retained in Final Fantasy's battery backed memory.

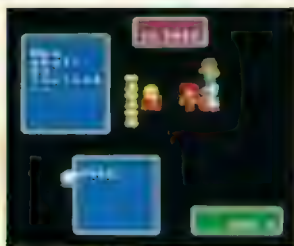


To Save your data, put the 'finger' in front of YES and press the A Button.

The CLINIC

A PLACE TO REVIVE THE DEAD

If you lose any of your characters during a fight, you can go to a CLINIC to have them revived — for a cost. The price of being revived varies from town to town. NOTE: A newly revived character will have HP of

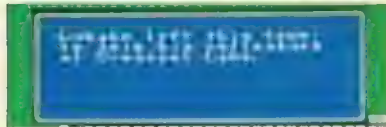
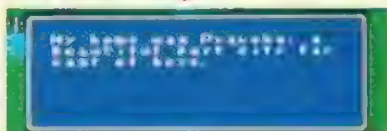
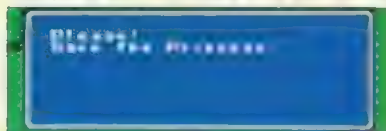


Getting revived!

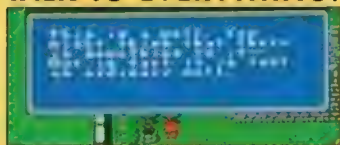
1. Be sure to go to an INN before you continue.

DON'T MISS ANY INFORMATION!

In the towns, you will find many people to talk to. Remember to talk to everyone and be aware that sometimes their stories change!



TALK TO EVERYTHING!



Try speaking with things other than people. You never know what you'll find.

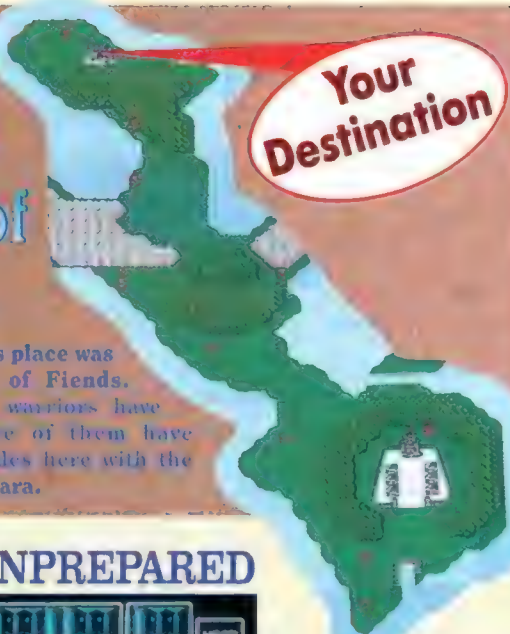
NOTEBOOK

- The Princess needs to be saved.
- Pravoka, a city to the east, has a port.
- Lukahn, who prophesied your coming, has left for Crescent Lake.

Journey To The Temple of Fiends

No one knows why this place was named The Temple of Fiends. Only the bravest of warriors have gone here and none of them have returned! Garland hides here with the kidnapped Princess Sara.

**Your
Destination**



DON'T GO UNPREPARED

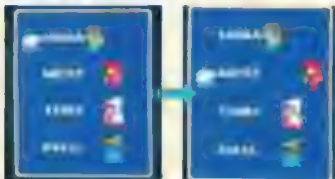
Garland is a very tough enemy. You must be very serious about your preparation prior to meeting him. Before heading here buy several HEAL potions.



This party was unprepared, and A Geist has made short work of them. "Life-up" before entering dangerous places.

LINING UP TO BATTLE

Your party of four always lines up vertically to fight or travel. The leader (character at top of line-up) is more exposed to the enemy attack. You should use a character with the best ability (usually defense) for this position. To change your line-up, press SELECT, point to a character, then press A. Point out the replacement and press A again. After the replacement takes place, another can be made. Press B to exit this screen.



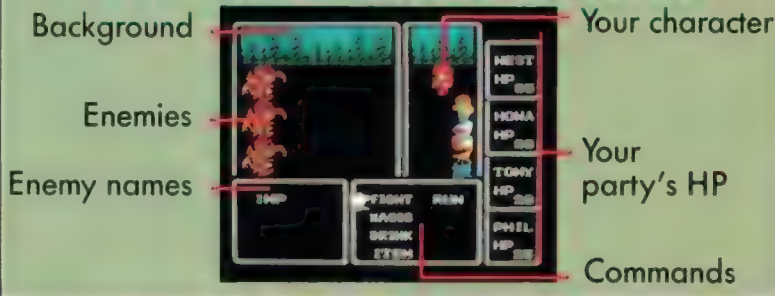
ON TO BATTLE

When you encounter an enemy while traveling, the screen will flash and the Battle Screen will appear. Then enter a command for each of your four characters. After these commands have been entered, the battle will begin. Now watch as your party executes their orders. Continue until the battle is over (either the enemy or you are completely defeated or you successfully RUN). Then press the A Button to see how much Gold and Experience you will obtain.



When you win a battle, you gain Gold and Experience.

THE BATTLE SCREEN



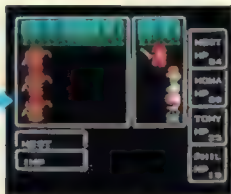
BATTLE COMMANDS



When you enter a battle situation, you should first look to see if you are greatly overpowered. If you see that the enemies are too powerful for you to defeat, it is to your advantage to choose the RUN command. Otherwise, select FIGHT with the A Button to attack. After you choose FIGHT, you must also choose which enemy you will hit.



Move the 'finger' with the + Control Pad and press the A Button to select which enemy to FIGHT.



This is what you see while your characters are battling.

MAGIC

To use a magic spell during a fight, select **MAGIC** and press the A Button. A subscreen will appear with a list of your magic spells. Use the **+** Control Pad to choose a spell and press the A Button. Depending on the spell, you may need to choose which enemy to use it on (some spells will affect all enemies on the screen). Some types of magic are not for attack — some will protect or heal your party. You may have to choose who in your party to affect.



This is the **MAGIC** subscreen. The number on the right of the subscreen tells you how many spells you have left.



Selecting the enemy to use the magic on.



Choosing to use a spell on another person in the party.

DRINK

During a battle, the **DRINK** command is used to consume a **PURE** or **HEAL** potion. Keep in mind that you will not be able to attack while you are taking a drink!



Drinking a much needed **HEAL** potion during a battle.

ITEM

The **ITEM** command allows you to use an **ITEM** during a battle. Selecting an **ITEM** works the same way as the **DRINK** command. You will not be able to **FIGHT** while you are using an **ITEM**.



Select the **ITEM** desired and press A to execute.

RUN

If you are overpowered, you can try to **RUN**. There is no guarantee that your escape will be successful — it depends on your agility level.



He who **RUNS** away, lives to **FIGHT** another day!

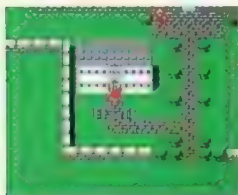
WAYS TO RESTORE YOUR HP AND MP

If your character's HP gets very low, your character will begin to look weak. You need to get their HP up quick! Here are different methods of raising your HP.

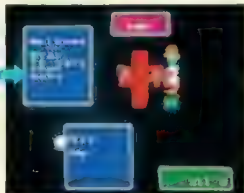


1) STAY AT AN INN

Staying at an INN is the most efficient way to recover HP and MP. Both your HP and MP will be restored to their maximum levels. Your game will be SAVED too.



Look for the INN sign in any town.



Once inside, the Innkeeper will greet you.

2) TENTS, CABINS AND HOUSES

Using a TENT, CABIN, or HOUSE is a very convenient way to SAVE your game. A big advantage is that you do not have to find a town to use them. All of these items have been shrunk down to a very small size so that you can store them in your pocket. This means that you can carry up to 99 of each. When you use one, it magically enlarges to normal size. You cannot use them inside of a dungeon.



This looks like a good place to camp!



Press START to bring up the MENU screen, then select ITEM.



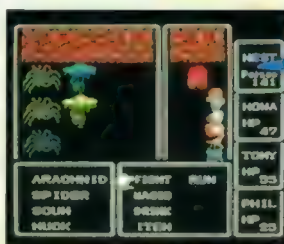
Choose TENT and press the A Button.



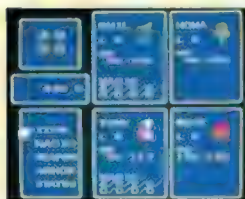
Push the A Button if you want to SAVE your game.

3) USING POTIONS

Utilizing a HEAL potion is another way to regain lost HP. The PURE potion is very important too. If one of your characters is poisoned, PURE will 'purify' their system. An advantage to potions is that you can use them during battle.



One of the characters is poisoned!



Press START to go to the MENU Screen, select ITEM and press the A Button.



On the ITEM Screen move the 'finger' to PURE and press A.



Move the 'finger' to the person that you wish to use the potion on.

4) USING MAGIC

There are many types of magic that can be used to raise a character's HP. The first spell of this type is the CURE spell (White Magic). Magic is very versatile — you can use it while in battle, or during travel. Of course, higher level magic spells are going to restore more HP than low level ones.



During travel, select M A G I C from the M E N U screen and press A.



Then select which character's magic you would like to use and press A.



Choose the desired spell and enter it by pressing the A Button.



On this screen, you can select who you wish to use the spell on.

THE CLINIC CAN REVIVE A SLAIN ALLY

An adventure party that loses an ally in battle should not fear the temporary loss. In most towns a CLINIC can be found. Inside, you will find a Magician of Life. For a fee he will revive any of your allies slain in battle.



The Magician asks you to select the candidate for revival.



Your band of Light Warriors returns to a full staff.



REMEMBER!!
After revival,
your HP is only 1!

LET'S GO SHOPPING!

When you return to town, or journey to new ones, you should go shopping. You should learn new and different magic spells, and stock up on potions and TENTs. Don't forget to upgrade your weapons and armor. As you enter new areas you will encounter more and more ferocious monsters. To quickly eliminate your foes and protect yourself, you must constantly spend your hard earned Gold.



So many shops, with such great things to buy. Start with any of them.

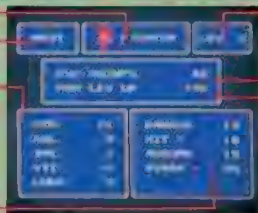
STATUS SCREEN

CLASS

NAME

ATTRIBUTE
LEVELS

STRENGTH &
AGILITY LEVELS



EXPERIENCE
LEVEL

EXPERIENCE
POINT TOTAL

EXPERIENCE
POINTS NEEDED TO
ADVANCE LEVELS

STATUS

On the STATUS Screen you will find valuable information for making many decisions. Knowing how many Experience Points you need for the next level is quite valuable in determining whether to return to town or continue battling.

Each class of Light Warrior has different characteristics than the others. The attributes of that class, in combination with the Experience Levels and currently EQUIPPed weapons and armor, contribute to the status of a Warrior.

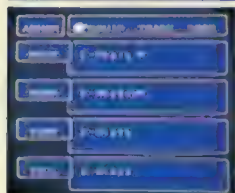
Use the strength and agility levels to help in your determination of what weapons and armor to EQUIP. Higher numbers are more desirable.

BEFORE VISITING GARLAND

You must take a short journey to the Temple of Fiends to confront Garland. Before heading out, review a few points that should become a standard precaution before leaving any civilized area. This will insure the easiest journey possible.



WEAPONS AND ARMOR



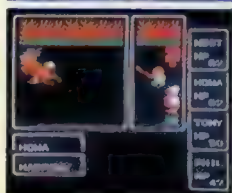
Make sure that all of the weapons and armor you wish to have with you in battle are EQUIPPed. The fanciest sword or shiniest armor will do no good in the heat of battle, unless it has been EQUIPPed.

ITEMS



It is quite wise to take provisions. Being able to restore your life during your journey, or even in battle, is important. A poisoned ally cannot survive long without some antidote (PURE).

BATTLE



On the journey, many monsters will attempt to stop you. Fight through, or attempt to RUN from the enemies that block the path to your destination. Battle to gain Gold and Experience.

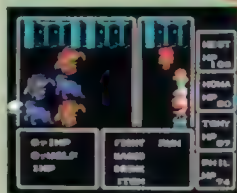
SAVE YOUR GAME



After making all other preparations, it is a very good idea to SAVE before leaving town. If you are unsuccessful on your mission you can restart from here.

PLAN YOUR BATTLE WISELY

GOOD EXAMPLE 1



The enemy party may be made up of several different monsters. Eliminate first the monsters that pose the greatest threat.



If the Grey Wolf survives longer he can inflict more damage than the weaker enemies.



Next concentrate on the Grey Imps, before working on the Imps.

GOOD EXAMPLE 2



Conserve your spells wisely by being aware of your enemies' maximum HP and how much damage can be inflicted by your allies.



The time of the ICE spell has inflicted 33 HP of damage to the Golem.



In round 2 of this battle, another spell is not needed to terminate this Golem.

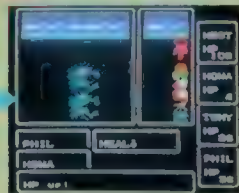
GOOD EXAMPLE 3



Battle with the Golem has taken a toll on poor HOWA. Choose the Warrior with the highest agility to give the HEAL potion.



To minimize the unwise use of a potion, the Warrior that risks being slain should choose to fight.



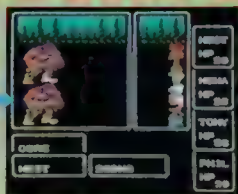
PHIL saves the day with a much needed HEAL to restore some HP to the weakened HOWA.

While engaged in battle it is always wisest to plan ahead. Wise battle tactics will minimize the damage to your party. Unwise battle practices will lead you to the CLINIC.

BAD EXAMPLE 1



A party of three is not powerful, but fight two Gores.



26,000 of damage. They can't last all that long. Can they?



Here is the NEST party RIP.

BAD EXAMPLE 2



It's a new try. 1 attack each, not too many.



Multiple attacks against weak part enemies do no good.



Continuing to hurt a defeated enemy is ineffective.

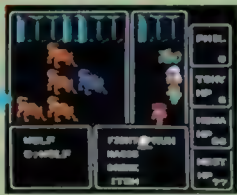
BAD EXAMPLE 3



The order and power of the order of your party is very important.



The leader will receive the trust of the enemies' attack.



PHIL has been slain. TONY and the rest of the party RUN for their lives.

BATTLE TECHNIQUES

RUN AS A STRATEGY

Even if you elect to, there is no guarantee that you can safely RUN away from the enemy. Each character's agility, regardless of enemy or ally, dictates the order of execution. Be aware that the enemy might hurt you before you RUN away.



RUNning away from enemies while weak, can be a smart thing to do.

KNOW THE ENEMY'S WEAK POINTS

In order to survive battles and gain large amounts of Gold and Experience, stopping to analyze your enemies' weak points will bring you success. You must experiment to find the most effective ways to use your magic and weapons. Many strong enemies have a weak point that you should exploit to your best advantage.



Use magic spells from the Lightning (LIT) category while fighting in, or under water.



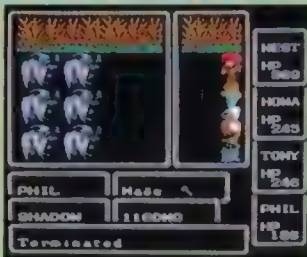
Weapons and magic of the ICE category are most effective against enemies using and made of FIRE.



HARM is effective against Undead monsters, such as ghosts, zombies, and other non-living enemies.

USING ITEMS DURING BATTLE

ITEMs can be useful while in a battle. One advantage is that you can use an ITEM that is not EQUIPPed. Often this item will be used on all enemies or on your entire party.

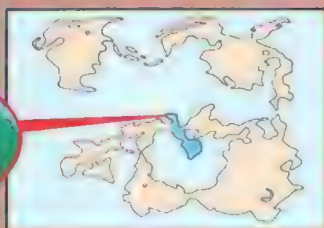


Using an ITEM while engaged in battle.

Rescue the Princess at The Temple of Fiends

*Garland holds Princess
Sera captive at The
Temple of Fiends. This*

*much was told to you by that guard in Coneria. Beware as you
journey to free her. No one has been seen leaving the temple in over
400 years.*



THE TEMPLE OF FIENDS

Seated on the throne in the middle is Garland. He does not fear your coming, and waits to battle.

A TREASURE
BOX



LOCKED
DOOR

PRINCESS
SARA

GARLAND
A TREASURE
BOX

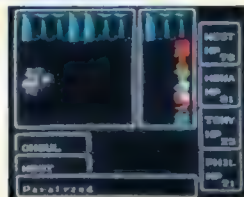
LOCKED
DOOR

BEWARE OF FEROCIOUS ENEMIES

The enemies that you run into here are quite strong. Be sure to watch your HP very closely. Use HEAL potions if you need to.



A large group of wicked wolves. Look out!

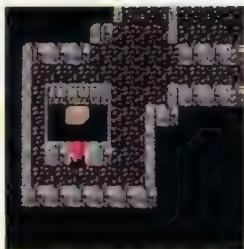


Ghouls have the capability to paralyze members of your party.

Prepare your Party

HEAD WEST YOUNG WARRIORS

Upon entering the temple turn left to find some Treasure Boxes to raid. In The Temple of Fiends, as well as in most dungeons, you may find weapons and armor that can help you in upcoming battles. Seek these out and use them to your best advantage.



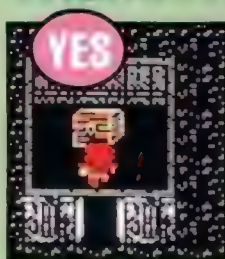
Enter the door to find a Treasure Box.



Opening the box you find a CAP!

OPENING TREASURE BOXES

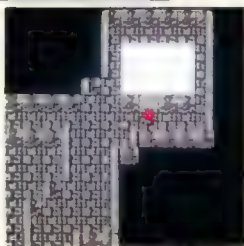
In order to obtain the contents of a Treasure Box, you must first open it. Facing towards the box, press A. If you do not squarely face the box, it cannot be opened.



Inside the Temple

LOCKED DOORS

While exploring, if you find a door which can't be entered, try pushing A to investigate. Many times you will be told that the door requires the mystic KEY to enter. When you have the mystic KEY, the doors will open automatically.



Pushing against the door doesn't gain entry for you.

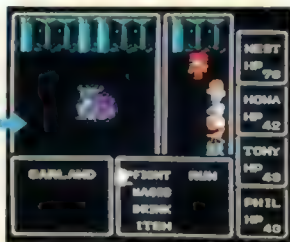
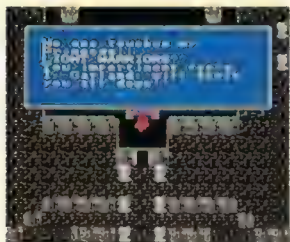
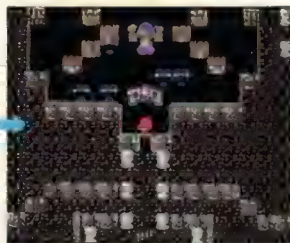
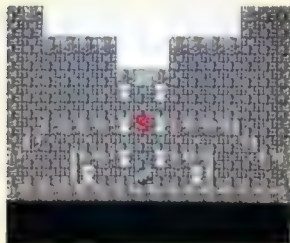


Press A to find the door is locked with the mystic KEY.

Be Courageous

GET READY TO RUMBLE!

Garland waits upon his throne in the center of the temple. He does not fear anyone who walks through his door, least of all four youths who think that they are the Light Warriors. Garland has no fear of you, so do not take lightly your preparations prior to doing battle with him. Fully prepare, and you may win!



Good Job!

THE PRINCESS IS FREE!

The battle with Garland is done. Most likely you will have suffered greatly and perhaps lost one of your party. Walk forward to talk to the Princess. After she finishes press A again to warp to Castle Coneria.



Meanwhile, Back in Coneria

After successfully defeating Garland, make sure to talk to the Princess repeatedly. After thanking you for saving her, if you press A again you will be warped back to the Throne Room of Castle Coneria. Here, the King will reward the Light Warriors.

A ROYAL REWARD

The King, happy to see his daughter safe again, cheerfully orders a bridge built to the main continent. Princess Sara, also wishing to help out the Light Warriors, gives you the LUTE. Both of them do this in fulfillment of Lukahn's prophecy.



The King has ordered the building of the North Bridge.



Sara gives you her mother's LUTE.



Certainly this will do more than play music.

TALK, TALK, TALK!!!

Make sure to talk to everyone present in the castle again to receive new clues. Keep talking until their conversation no longer changes.



The King sends you on your way.



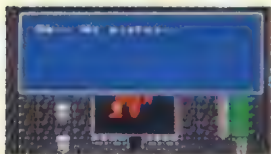
Return to find that the Princess is concerned.

TALK TO EVERYONE ELSE TOO!

As you find items and accomplish your goals, the people will give you new clues. Write these down in a notebook to help guide your quest. In the event that you cannot determine what actions to take, always go back and talk to everyone again to find any clues that you have forgotten or missed.

Before

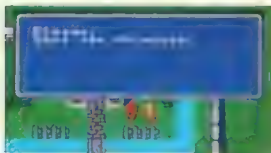
After



After you have rescued her sister, she is very happy.



The Scholar who was concerned about Garland knows the LUTE has a purpose.



This woman's concern has shifted to Matoya, the victim of a crime.



Maybe you should go north to Matoya, the townspeople seem concerned about her now.

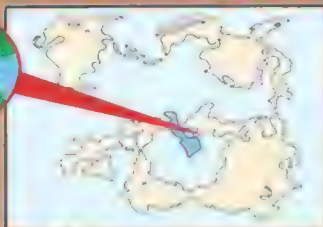
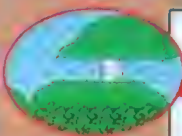
NOTEBOOK

- The King had a bridge built.
- The Princess gave you her LUTE.
- The LUTE can break the evil gate.
- Matoya, a witch who lives to the north, needs the CRYSTAL.

To The North Bridge

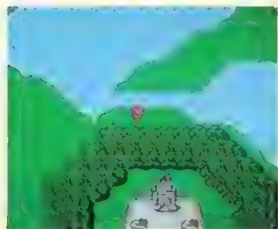
Up until now, your world has been very small. It has consisted of Coneria, The Temple of Fiends, and the path between the two.

With the new North Bridge, your world has just expanded.



THE KING FULFILLS HIS PROPHECY

As your reward for the rescue of his daughter, the King has built this bridge.



Before

Before the rescue there is no way to cross!



After

The King's men work fast, the bridge was built, just as he said

BACK TO THE TEMPLE?

Back at the Temple of Fiends, you will find a mysterious black Orb sitting in Garland's former throne room. This orb seems quite similar to the darkened orbs that you carry. However, this orb is not black with the lack of internal light, it radiates its blackness from within.



The black Orb cannot be attacked.

CROSS THE NORTH BRIDGE

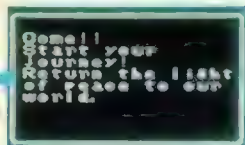
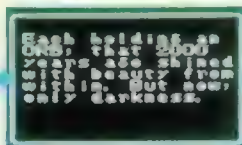
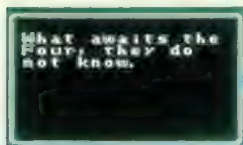
Crossing the North Bridge ends the prologue of this story. Sit back and enjoy the opening credits of Final Fantasy. Carefully read the story, it is your story, for this is your Final Fantasy.



As you begin walking across the North Bridge, it seems that a battle is going to take place.



The title screen appears, read the story.



YOUR FINAL FANTASY HAS BEGUN

Now your adventure truly begins. If you are not satisfied with some aspect of your party it is not too late to restart. The amount of time that you have invested to this point is quite minimal compared to the total time that you will spend in completing this adventure.



Choosing a NEW GAME now will erase your old data.

HOW TO ORGANIZE AN ADVENTURE PARTY

How you organize your party in Final Fantasy is entirely up to you. Make it up any way you like, it cannot be wrong. The game will require different strategies depending on who is in your party.

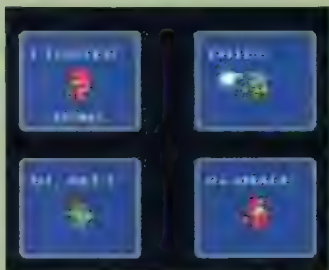
SELECTING YOUR CHARACTERS

To start your Final Fantasy, select NEW GAME when you turn it on. A screen showing your Four Warriors will appear. Starting with the character in the upper left, you can change the occupations by using the **+** Control Pad. There are six different occupations to choose from. Press the A Button when the occupation you want is shown.



Then the name entering screen will be shown. Name your character (up to four letters by using the **+** Control Pad and the A Button. If the name you wish to use is less than four letters long, use the 'space' located below the 'T'.

After entering the fourth letter in the character name, the screen will return to where the four warriors are shown. The occupation selection and naming process then proceeds with the upper right character. This continues until all characters are chosen and named.

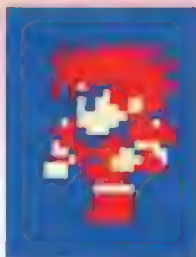


CHARACTER OCCUPATIONS

Each of the Four Warriors in your party must have an occupation. Here is some useful information to help you choose.

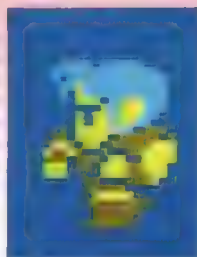
FIGHTER

A professional fighter, trained in the use of all weapons. The Fighter is able to wear heavy armor and is skillful with large swords. Even with this bulky equipment, quick moves are still possible.



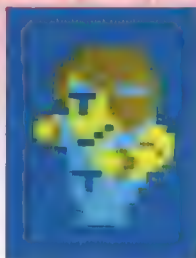
THIEF

Agility and dexterity are the strong points of this character. The Thief is good to have when you need to avoid an attack from the enemy.



BLACK BELT (BL. BELT)

A master of martial arts. Tough both mentally and physically. The Warrior can fight effectively with bare hands (no weapons equipped).



RED MAGE

The Red Magician has the ability to learn some of both black and white magic spells and is a fairly good fighter.



WHITE MAGE (WH. MAGE)

Using White Magic, this character can heal wounds and cast many defensive spells. The White Magician is not a very good fighter, but can learn powerful magic.



BLACK MAGE (BL. MAGE)

This character is skilled with Black Magic — very powerful spells used to attack the enemy.

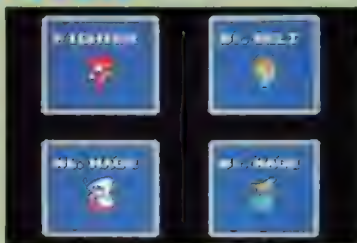


ADVENTURE PARTY EXAMPLES

Your game's course of development will differ depending on the combination of your party. Make it up any way you like, it cannot be wrong. Below are suggested party combinations, and some good and bad points of each.

FOR THE BEGINNER

This combination works very well together. It is balanced and is highly recommended. The battle skills of the Fighter and the Black Belt combine effectively with the magic supplied by the White and Black Mages.



DEFAULT PARTY

This is the party that you will use if you do not change the selections. It is a balanced party also and will do quite well. Although it is somewhat weak in the magic department, the fighting skills of the party will more than make up for that.



AN ALTERNATE CHOICE

This combination is quite different than the previous two. While not recommended for those who are inexperienced, the veteran player should have a lot of fun with this one. The money saved by not having to buy expensive weapons and armor can be used for powerful magic and potions.



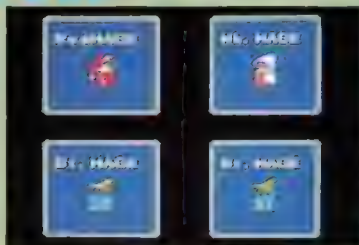
MAGIC USERS

The lone Fighter's place in this party is not just that of offensive attack. His other purpose, with the help of the White Mage's powers, will protect the Red and Black Mages and allow the destructive power of their magic to defeat the enemies.



HEAVY MAGIC USE

You must like magic to use this party. In the beginning, many trips will be spent returning to town for revival. If you could purchase HEAL potion by the barrel you would do so. When this party becomes experienced, the quantity and types of magic spells that can be brought into battle is formidable.



POWERFUL FIGHTING

When this party goes into battle it is strong and quite menacing. It will be quite expensive to outfit this party with weapons and armor. The Gold saved at the Magic Shop will be wisely used buying potions. Until this party reaches class change (see page 75) it will not have the benefit of magic.



MORE PROS AND CONS

The course of your game's development will depend upon the make-up of your party. Enjoy the development of your Final Fantasy, the combination of characters is your own making. There are over 100 different character combinations possible. Some parties will be much easier to develop than others.

The Cave of Matoya

After you've rescued the princess and the North Bridge has been built, it's time to go to the Cave of Matoya. Matoya, a friendly witch, lives here.

Entrance!



LOOK FOR THE ENTRANCE!

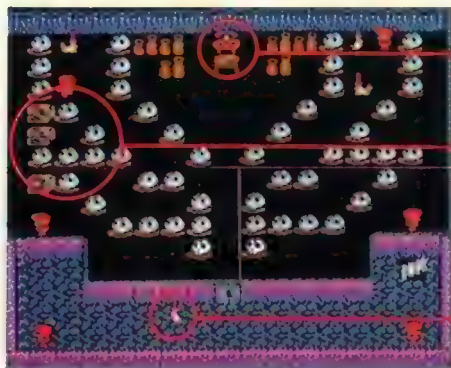
The entrance to the Cave of Matoya is north of the North Bridge. Refer to the map above.

This is the cave. Go visit Matoya!



THE CAVE OF MATOYA

Here is what you will find inside the cave. Right after you enter, look for a door and go through it. Then search the area. (Tip: You can walk over the skulls!)



MATOYA

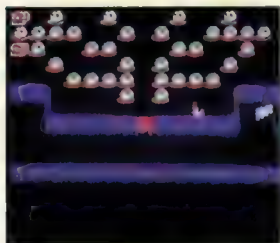
TREASURE
BOXES

A BROOM

Talk to the Witch

REMEMBER MATOYA'S NEEDS

If you search the entire cave, you will probably find Matoya the witch. (If you're having trouble finding her, she's up at the top of the cave.) Talk to her and find out what she needs.

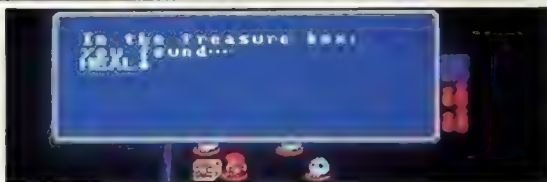


After you enter the door, go up as far as you can. Find Matoya and talk to her. Remember what she says. It is wise to write down anything that you think is important!

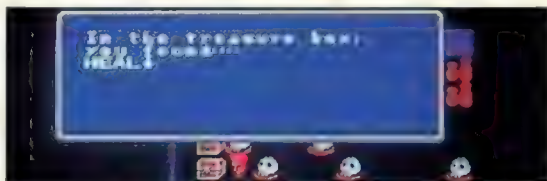
Look Everywhere

EXAMINE THE TREASURE BOXES

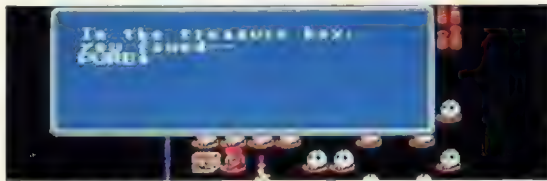
On the far left side of the cave, you will find three Treasure Boxes. To open them, act as if you were talking to one of them – stand facing one and press the A Button. Your party will automatically receive the box's contents.



Open this box to obtain a HEAL potion.



Another HEAL potion!



Here you will find a PURE potion.

A Special Spell

WHAT IS TCELES B HSUP?

When exploring an area, you should examine everything. Even if it seems silly! For instance, in the Cave of Matoya, you can talk to the brooms. They give you a very useful piece of information.



Talking to a broom?!? It's been said that brooms can talk BACKWARDS. The brooms hold a secret!

THE ANSWER

THE SPELL TO BRING UP THE OVERWORLD MAP!

If you read the broom's text backwards, it says PUSH B SELECT. Go outside the cave. Push and hold the B Button and press SELECT. The Overworld Map appears. Amazing! You've solved one of the riddles embedded in Final Fantasy!



Pushing B and SELECT brings up the Overworld Map. The little flashing dots are towns or places of great importance. Be sure to visit ALL of them. The flashing 'cross' is your location. This world is HUGE!

Go To Pravoka!

In the town of Coneria, you may have spoken with a boy talking about Pravoka, a town to the east. This is your next destination. Here, you will be able to get a SHIP that will enable you to travel on the open seas.



TOWN OF PRAVOKA

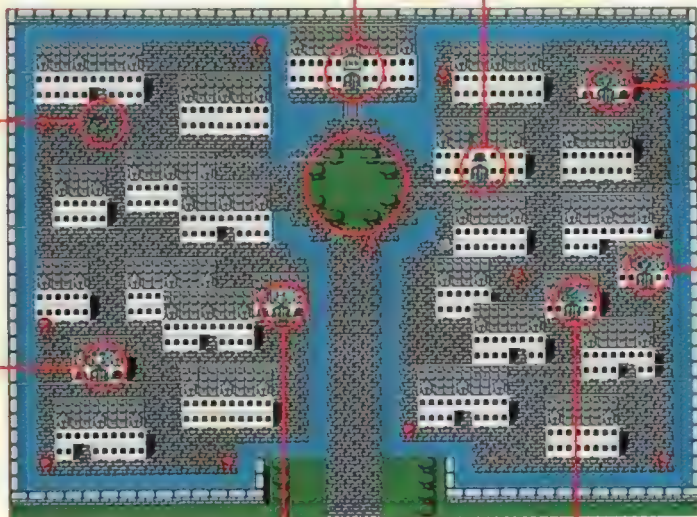
The town of Pravoka has been under siege by pirates. Explore the town and find out what's going on!

BIKKE THE PIRATE

WHITE MAGIC SHOP

INN

CLINIC



POTION SHOP

WEAPON SHOP

ARMOR SHOP

BLACK MAGIC SHOP

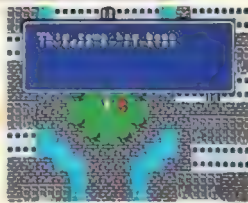
Explore Everywhere

TALK TO THE TOWNSPEOPLE

Pirates have taken over the town of Pravoka. Talk with all of the townspeople and see if you can gather more information. **DON'T** talk to the pirates yet!



The people of the town cry for help!

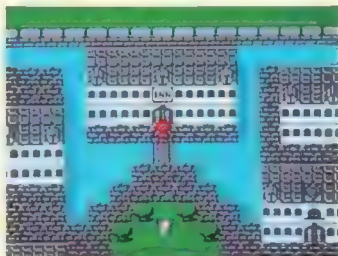


A man with a blue mohawk provides information.

Spend the Night

SAVE AT THE INN

Before you battle it out with the pirates, go to the INN to **SAVE** your game and recharge your HP. Another great reason to **SAVE** here is that if you should lose to the pirates in this town, you can **CONTINUE** your game from here instead of travelling all the way from Coneria. It pays to **SAVE**!



The INN in Pravoka is found at the top of the town, in the center.

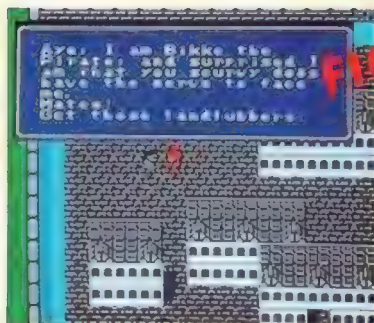
Get Ready

DEFEAT BIKKE THE PIRATE!

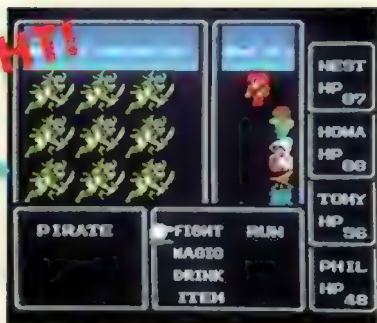
In Pravoka, you will find Bikke the Pirate. Talk to him and his crew will challenge you to a fight. After you defeat them (hopefully you are strong enough), talk to Bikke again. Since you have beaten his crew, he will give you his **SHIP**.



Aye Mates. It's Bikke the Pirate!



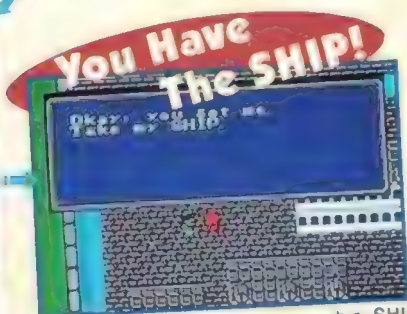
Bikke orders his crew to attack!



9 pirates? Think fast!



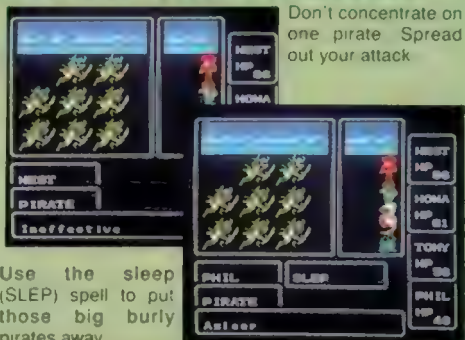
The pirates have been defeated.



The humbled Bikke gives you his SHIP. Now you can sail the high seas (but not the rivers, yet).

WHY CAN'T I DEFEAT THE PIRATES?

If you're having trouble defeating the pirates, here are a few tips. 1) Spread out your attack: Don't have all of your characters attack the same pirate. Have everyone attack someone different. 2) Use the sleep spell: If you have the sleep (SLEP) spell, use it! It works great!



Use the sleep (SLEP) spell to put those big burly pirates away.

Don't concentrate on one pirate. Spread out your attack.

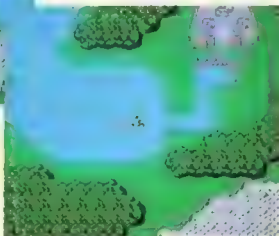
LEAVE PRAVOKA TO FIND YOUR SHIP!

Leave the town of Pravoka (you should probably go to the INN to SAVE your game first). You will see your SHIP docked at the port. To board it, just walk on to it. You will notice that the SHIP moves a lot faster than you can walk. Note that you can only go ashore where there is a port.



Your new SHIP is waiting for you. Let's go sailing!

This SHIP really cruises!



GET READY FOR OCEAN TRAVEL

Your SHIP can only be docked at a port (shown with white bricks). You will have to do some exploring to find all of them. Most importantly, REMEMBER WHERE YOU'VE DOCKED YOUR SHIP! It's very easy to lose track of where you got out of the water.

YES



NO



ENEMIES OF THE DEEP

The ocean is no easy ride. There are many monsters out here that would just love to mess up your trip. Here are some of the creatures that you will meet in the sea.

SHARK



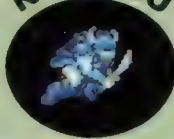
EYE



SAHAG

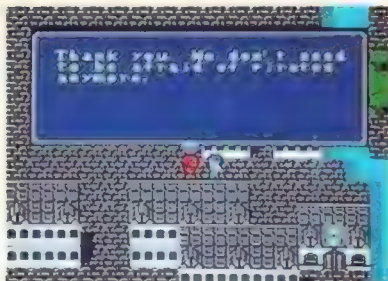


KYZOKU

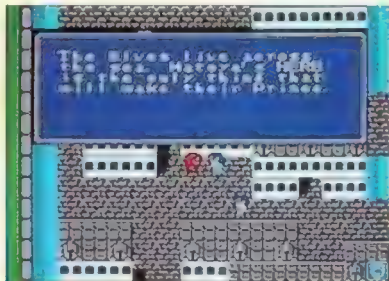


THE PEOPLE OF PRAVOKA COME OUT!

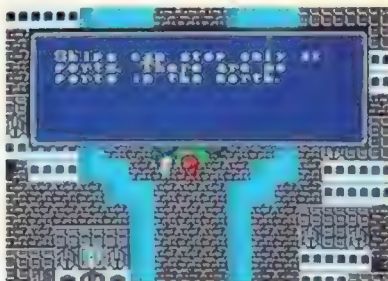
After you defeat the pirates in Pravoka, the people that were afraid to step out of their houses are now free to come out. Be sure to talk to all of them!



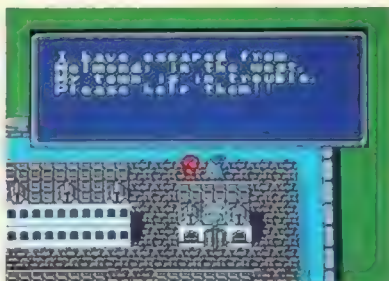
The citizens of Pravoka are relieved!



Aha! A clue to go find the Elves across the sea.



Useful information from the townsfolk.



Another clue! The people in Melmond need your help.

BUY WEAPONS, ARMOR, AND LEVEL 2 MAGIC

In Pravoka, there are some great shops. The Weapons Shop and the Armor Shop are selling things that you couldn't get back in Coneria. Remember to EQUIP the items that you buy. Also pick up some level 2 magic. If you don't have enough money, go out and fight for some more Gold!

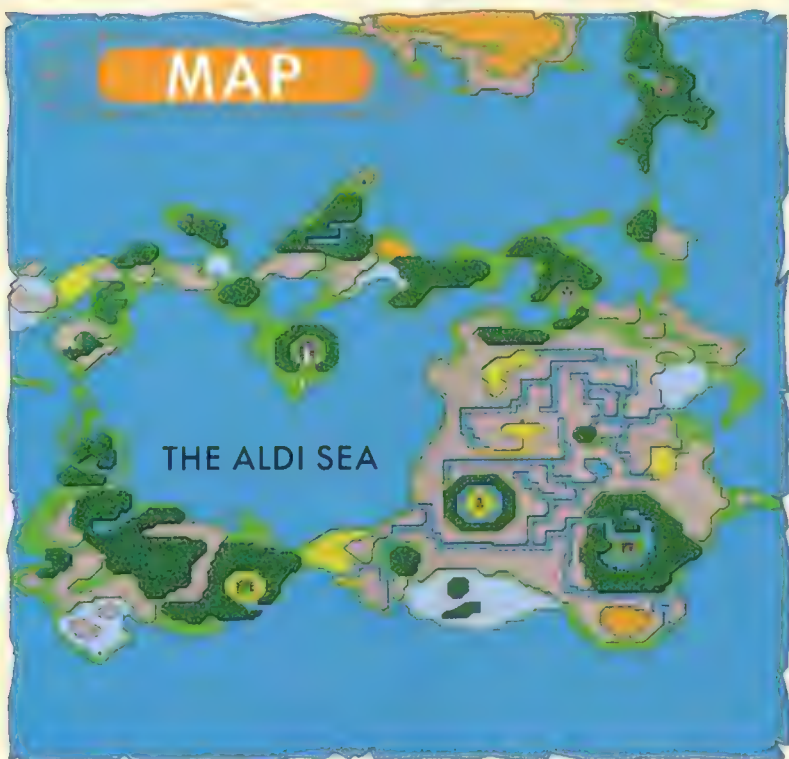
WHITE MAGIC	BLACK MAGIC	WEAPONS	ARMOR
LAMP L2 400	ICE L2 400	Iron + 10	Wooden X 50
MUTE L2 400	DARK L2 400	Short X 550	Okara X 80
ALIT L2 400	THOR L2 400	Hand X 550	Iron X 800
INVS L2 400	SLOW L2 400	Scimitar 200	Wooden 15
			Gloves 60

NOTEBOOK

- The Elves live beyond the sea.
- Their Prince is asleep.
- The town of Melmond is West of Pravoka.
- Melmond is under attack.

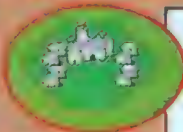
YOUR WORLD EXPANDS!

Now that you have the SHIP, you can explore a lot of new places. It's time to do some serious exploring. Sail everywhere you can and look for ports and new towns. **SAVE** your game before you leave, just in case. Remember to look at the World Map (B and SELECT) often to see where you are.



The Castle of Elf

South of Coneria, across the Aldi Sea lies ElfLand. The good Elves are in danger of losing their kingdom to the leader of the dark Elves, Astos.



TRAVEL CROSS COUNTRY FROM THE PORT

Sail due south of Coneria until you reach the coast-line. As you approach this coast, turn and head west to find ElfLand's northern port.



CASTLE OF ELF



Five years ago, Astos led a raiding party of dark Elves on this castle. Unable to find the CROWN, he placed the Prince under a sleeping spell.

THE TREASURY

THE PRINCE

Shhhhhh. Be Quiet

THE PRINCE SLEEPS

Enter the Throne Room to find the sleeping Prince, guarded by an attendant. He talks about Matoya, the witch you already met, who needs her CRYSTAL back.



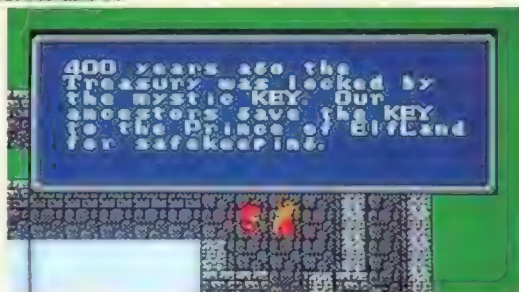
Nothing will wake this sleepy head!



If only you could find that witch's CRYSTAL!

DO YOU REMEMBER?

While exploring the Castle Coneria, the Sages you found outside the Treasury informed you that the Prince of ElfLand was given the mystic KEY.

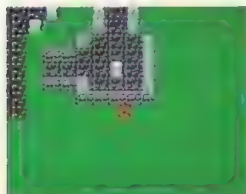


You must wake the Prince to get that KEY.

Look Carefully

FIND THE PATH TO THE TREASURY

Even though you can clearly see the Treasury, the path is not that obvious. Carefully walking around the right side will lead you there.



Walk close to the edge of the castle.



Still next to the wall, continue on around.



Here is the Treasury. Too bad the door is locked!

NOTEBOOK

- The Dwarves live across the Aldi Sea.
- Astos attacked, leaving the Prince under a spell.
- Only Matoya's HERB will cure the Prince.
- The Prince holds the mystic KEY.

PLAN FOR OBTAINING THE MYSTIC KEY

Many doors locked with the mystic KEY have prevented you from exploring numerous places. Follow this guide to get the mystic KEY.

ELFLAND

Obtain information, go shopping.

DWARF CAVE

Obtain information.

NORTHWEST CASTLE

Obtain information.

MARSH CAVE

Obtain the CROWN.

NORTHWEST CASTLE

Battle Astos.

MATOYA'S CAVE

Trade Matoya the CRYSTAL for the HERB.

CASTLE OF ELF

Revive the Prince to be rewarded with the mystic KEY.

Go Shopping in ElfLand

Your quest to obtain the mystic KEY will first take you to ElfLand. Here, you should go shopping for everything you can afford. You must invest a lot of Gold in order to reach your goal.



ELFLAND

In ElfLand there are two levels of each type Magic Shop. Don't worry yet about buying spells above your magic level. You will be making many return trips to this town, so only buy what you can afford and can use at the time.

BLACK MAGIC SHOP (Level 4)

WEAPONS SHOP

WHITE MAGIC SHOP (Level 4)

CLINIC INN



ARMOR SHOP

WHITE MAGIC SHOP (Level 3)

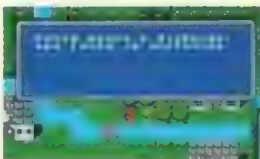
POTION SHOP

BLACK MAGIC SHOP

(Level 3)

ASTOS WAITS IN HIDING

After ravaging ElfLand, Astos took a disguise and waits for his opportunity to take control, and become King of all Elves. His disguise is so good that you may talk to him, and not even know it.



A spooky castle in the northwest? Light Warriors shouldn't be afraid.

Astos' strike and disappear tactics cause the Elves to be wary — beware!



POWER-UP BY BATTLING

In order to purchase the spells and weapons that you desire in ElfLand, you will need to earn a lot of Gold. In the forests surrounding the town, you will find many enemies who can be persuaded to give you their Gold. Look for the Ogre/Creep combination to supply a good share.

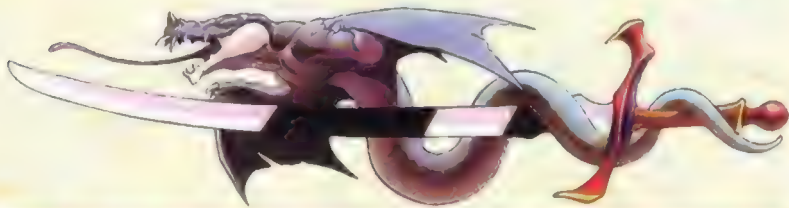
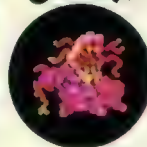


Return to ElfLand to spend your hard earned GOLD.

OGRE



CREEP

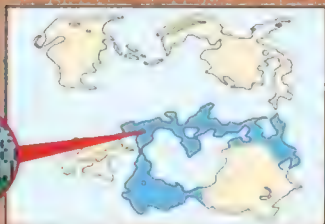


NOTEBOOK

- To get the mystic KEY the Prince must wake.
- A disguised Astos lies waiting.
- The Northwest Castle is a mystery.
- Level 4 magic is expensive!

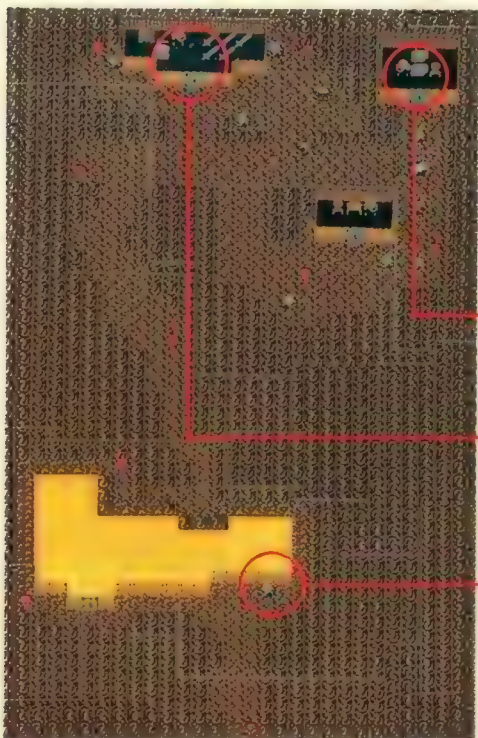
The Dwarf Cave

You should now travel to the Dwarf Cave. Here you will find many curious Dwarves and LOTS of information.



INSIDE THE DWARF CAVE

Here is what you will see in the Dwarf Cave. Luckily, there are no enemies here -- just a bunch of friendly Dwarves. As always, be sure that you talk to every single Dwarf you can find and check every door.



A DWARF

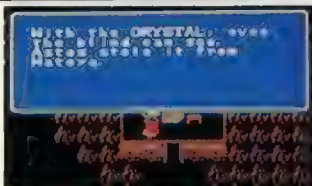
THE BLACKSMITH

NERRICK

Useful Information

ASTOS STOLE THE CRYSTAL

This Dwarf informs you that the dreaded Astos was the one who stole the CRYSTAL from Matoya.



You've got to find a way to get the CRYSTAL from Astos!

Meet Smith

THE BLACKSMITH

This Dwarf is a master blacksmith. He would love to help you out, but hasn't got the raw materials needed. Maybe he can assist you later.



Looks like you should keep an eye out for some ADAMANT!

Help the Dwarves

NERRICK WANTS TNT

A Dwarf named Nerrick turns out to be a construction engineer. He needs your help to complete his project.



If you find any TNT, bring it to Nerrick.

NOTEBOOK

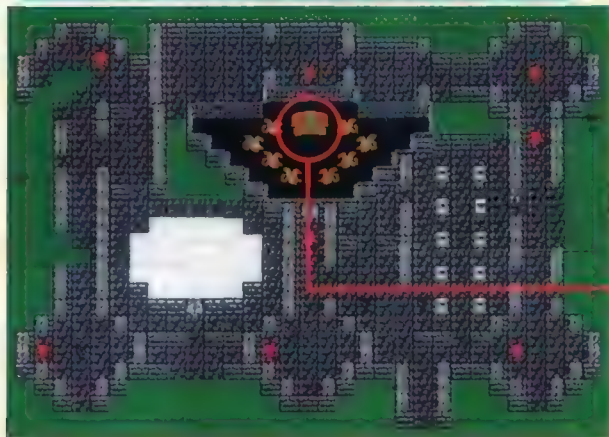
- Nerrick is building a canal and needs TNT.
- The blacksmith needs ADAMANT.
- Astos is the one who stole Matoya's CRYSTAL.
- The earth is rotting from the west.
- There is talk of a FLOATER?

Find Astos

Your search for Astos leads you to the mysterious and spooky Northwest Castle. Maybe here you will find a clue that will lead you to the Dark Elf.



NORTHWEST CASTLE

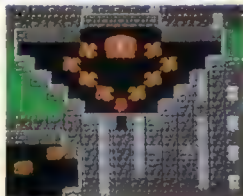


Once inside it doesn't seem all that spooky, just deserted. Your exploration reveals one locked room and a Lone King on his throne.

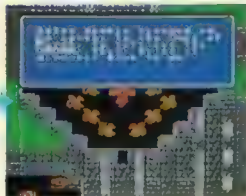
THE LONE KING

TALK TO THE LONE KING

Alone the King sits on his throne. He tells you a tale of woe, but doesn't mention what has become of his subjects. Of course, you are curious. What could he be hiding?



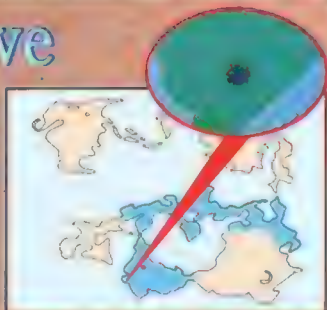
The King sits in seclusion.



A terrible tale. Maybe you can help him!

The Marsh Cave

So far Astos is nowhere to be found. The Lone King has directed you here to search for the CROWN. Maybe after you bring it back to him he will reward you.



Please refer to the Final Fantasy Dungeon Maps Poster.

DESCEND INTO THE HOLE

In this cave you will find legions of enemies whose sole purpose in life is to dispose of amateur Light Warriors. Bring many potions to restore your HP and to aid you if you get poisoned.



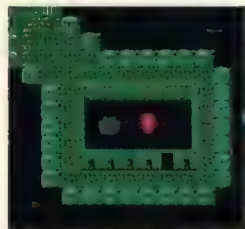
Earn Gold for shopping near the town.



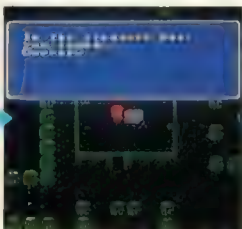
Then purchase many potions at the shop.

EXPLORE EVERY ROOM

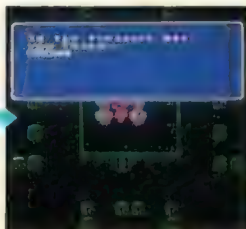
Hidden inside of many rooms you may find Treasure Boxes. You will also spot ladders and staircases that will allow you to descend to the lowest levels. It is important to check all of these to find everything hidden.



A ladder leading down.



You've found some armor for free! Remember to EQUIP it.



That's it! You found the CROWN.

Return to The Northwest Castle

You return with the CROWN, just as the Lone King asked you to. If you did not SAVE after leaving the Marsh Cave, do so before entering the castle. If you are in a weakened state an Ogre, or some other lowlife, could cause you to lose the CROWN.

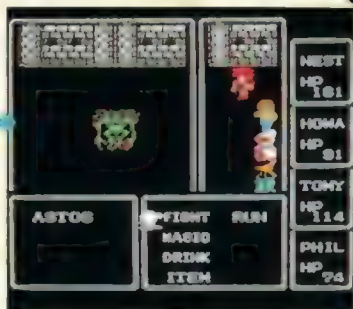


YOU'VE BEEN DOUBLE-CROSSED!!

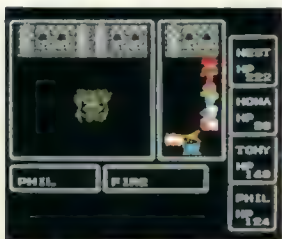
The Lone King was actually Astos in disguise. He tricked you into believing he was in trouble and needed you to retrieve the CROWN for him. Warriors, do not lose your battle with Astos and allow him to have the CROWN.



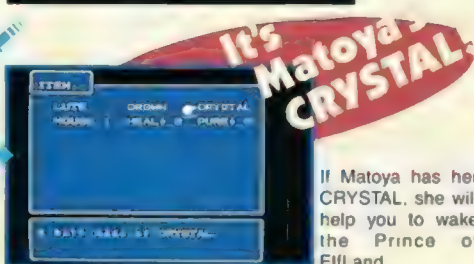
When you defeat Astos you can return the CRYSTAL to Matoya.



The battle begins!



Attack Astos.



If Matoya has her CRYSTAL, she will help you to wake the Prince of ElfLand.

Return Matoya's CRYSTAL

After defeating Astos, the next step to obtaining the mystic KEY is to return the stolen CRYSTAL to Matoya the witch.

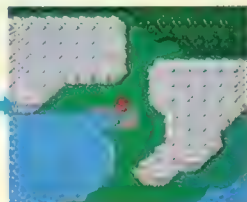


SAIL IN YOUR SHIP

When you return to see Matoya, it won't be necessary to dock at Coneria and travel overland. The North Bridge was built high enough to sail under.



Even a 3 masted schooner can fit under here!



This port is much closer to Matoya's Cave.

MATOYA HAS THE HERB

In exchange for returning her CRYSTAL, Matoya will give you the HERB. The HERB is a powerful medicine that can wake the sleeping Prince of ElfLand.

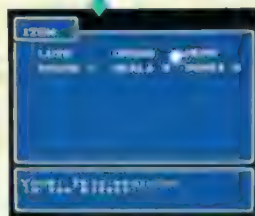


By all means, make the trade!



Once you have the HERB, you can go.

Maybe the Elf Prince won't mind the taste.



WAKE THE SLEEPING PRINCE

Now that Matoya has given you a magical HERB, it's time to return to the Castle of Elfi. If you haven't SAVED your game recently, this is a good time to do so.



WAKE THE PRINCE WITH THE HERB

Proceed to the room where the Prince is sleeping. Enter and use the HERB to wake him. As a reward the Prince will give you the mystic KEY. This is, of



The HERB will wake the Prince from his deep sleep.

course, a very useful item to have. The mystic KEY will open any door!

For being such nice Light Warriors, the Prince rewards you with the mystic KEY.



THE PRINCE IS AWAKE

Now that the Prince is awake, the people in the castle and in ElfLand have more information to give you. As a general rule, after you complete a significant event, you want to talk to people again to see if their stories change.



An AIRSHIP?!?
Sounds exciting!

Better check out
this cave to the
west.



Remember All the Locked Doors?



Now that you have the mystic

*KEY, you can go back and open all of those locked doors. There is
bound to be a lot of special things waiting for you.*

USE THE MYSTIC KEY TO OPEN ANY DOOR

First, **SAVE** your game so that a group of wandering monsters doesn't make you lose the mystic KEY. Now go see what's behind all of those doors!

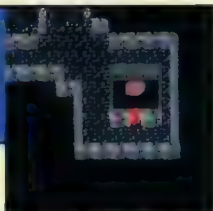
CASTLE CONERIA

2 ROOMS



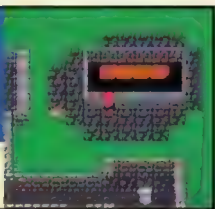
THE TEMPLE OF FIENDS

2 ROOMS



CASTLE OF ELF

1 ROOM



DWARF CAVE

1 ROOM



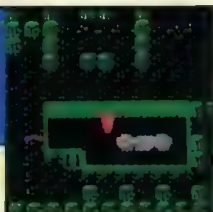
NORTH -WEST CASTLE

1 ROOM



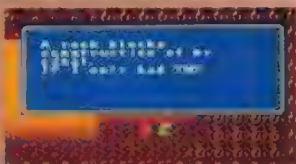
CAVE OF MARSH

4 ROOMS



Help Nerrick

In the process of opening all of the locked doors, you probably found some TNT in the Treasury Room of Coneria. Remember Nerrick in the Dwarf Cave? Go talk with him now.



Nerrick needs some TNT to make a canal.

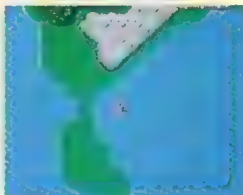
HAND OVER THE TNT

Give the TNT to Nerrick and you will see that he is overjoyed. He immediately leaves to start work. The canal that he builds is located a small distance south of the Dwarf Cave. The neat thing about this canal is that it allows you to sail into a brand new area!

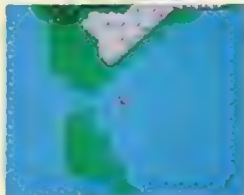


Nerrick wants to get to work now that he has the materials that he needs.

BEFORE



AFTER



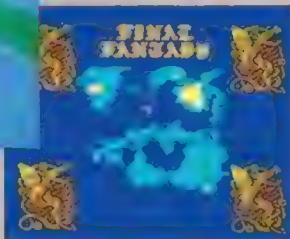
WHEN THE CANAL OPENS, YOUR WORLD GETS LARGER

Sailing through the newly built canal will open up a very large area for you. Go out and look around. As always, it's a good idea to **SAVE** your game before you take off.



You can sail anywhere in the world now!

This is the town of Melmond, just west of the canal.



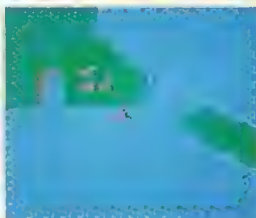
The Town of Melmond

Melmond is a village of farmers. They are greatly concerned with the fate of the earth.



THE FIRST TOWN WEST OF THE CANAL

After you pass through the canal, Melmond is the first city that you will see. When you explore the town you will see that it has been virtually destroyed. The townspeople keep mentioning that a Vampire is to blame.



Here is the port close to Melmond. Stop and visit this town.

MELMOND

Melmond sure looks different from any town we've been to so far. What has happened here?

ARMOR
SHOP

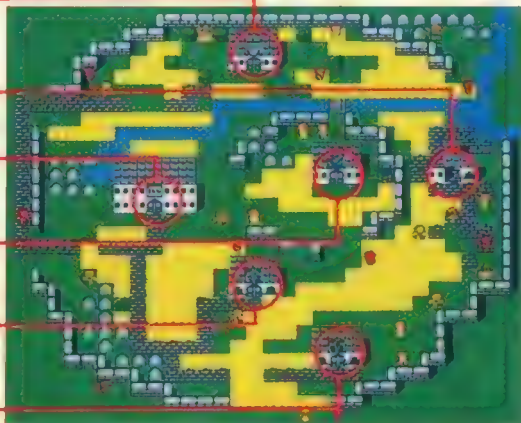
CLINIC
(Destroyed)

INN

WEAPON
SHOP

WHITE MAGIC
SHOP

BLACK MAGIC
SHOP



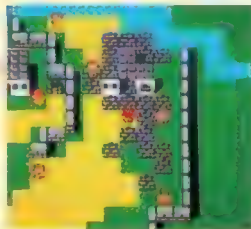
MELMOND IS IN RUINS!

Notice the large number of gravestones and patches of destroyed land. The people here say that a Vampire is to blame for the surrounding destruction.



Bad news! Let's go see what's become of the CLINIC.

Looks like the CLINIC was the Vampire's main target. You won't be able to revive any Warriors here!



TALK TO EVERYONE

The people of Melmond have a lot of important information for you. Be sure to talk to EVERYONE!



These people think that the Vampire is responsible for the rotting of the earth.



A clue to travel south and meet with Sarda.



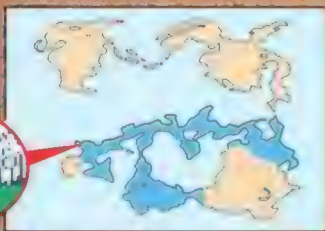
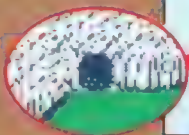
The Titan loves rubies.

NOTEBOOK

- The Vampire has ransacked Melmond.
- A sage named Sarda lives in a cave to the south.
- The Earth Cave is on a peninsula south of Melmond.
- Dr. Unne is here.
- With the destruction of the CLINIC, no revivals can take place here.
- The ancient people used a floating stone?
- The civilization to the north is also in ruins.

Titan's Tunnel

If you head west from Melmond, you'll find Titan's Tunnel.



TITAN'S TUNNEL

You must pass through Titan's Tunnel in order to get to Sarda's Cave.

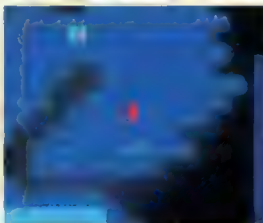


EXIT

THE TITAN

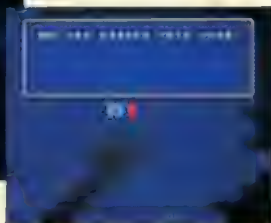
THE TITAN BLOCKS THE ROAD

It seems that the Titan will not let you pass. Remember the clue back in Melmond that said that the Titan loves rubies? Looks like it's time to go search for a RUBY.



Boy, it's dark in here!

The Titan will not let you pass.



Enter the Earth Cave

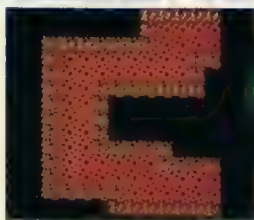
The Earth Cave can be found on a peninsula south of Melmond. The people in Melmond said that the Vampire is here.



Please refer to the Final Fantasy Dungeon Maps Poster.

SEARCH FOR THE HIDDEN STAIRCASE

On the first level of this cave there is a staircase hidden from view. CAUTION: The arm on the far left of the first floor is populated by Giants that will attack you with every step. This is a good place to gain more Experience and Gold, but it is a VERY dangerous place.



Look out for the Giants!



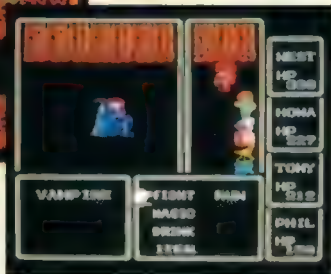
GIANT

THE VAMPIRE IS ON THE 3RD FLOOR.

Use the map of this cave to help you get down to the third floor. Here you will find the Vampire that the people in Melmond were so concerned about. If you can defeat him, there is bound to be a substantial reward.



**It's time for you to meet the
Light Warriors, Vampire!**



**It's a fight to the finish.
Watch your neck!**

YOU FOUND A RUBY!

If you are successful in defeating the Vampire, open the Treasure Box. It's a RUBY! Remember the Titan?



Open this Treasure Box to find a RUBY!

A PLATE COVERS THE FLOOR . . .

When you continue past the Vampire's area, you'll discover something on the floor. Pushing A to investigate, you find that it's a stone plate that cannot be moved.



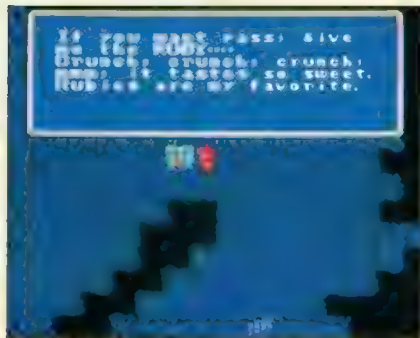
You have accomplished a lot in this cave. Maybe it's a good idea to get out of here and deal with this stone plate later.

Pass Through Titan's Tunnel

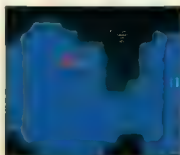
After you've left the Earth Cave, you should SAVE your game. Use a TENT or go back to Melmond. Then go to Titan's tunnel.

GO TO THE TITAN

You now have a delicious RUBY (well, the Titan thinks so anyway). After you give him the RUBY, be sure to investigate the Treasure Boxes, their contents may come in handy.



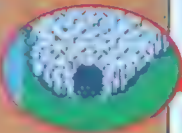
Supper Time for the Titan!



Go through the exit to return to the light of day.

Visit Sarda

After passing through Titan's Tunnel, you will gain access to Sarda's Cave. Go in and see what he has for you.



SARDA'S CAVE

Inside Sarda's Cave, you will find (who else?) Sarda the Sage. He must have some great information.



SARDA WILL GIVE YOU AN IMPORTANT OBJECT

Go into Sarda's room and talk to him. He will give you a special ROD and some important information.



Where is that sneaky sage?



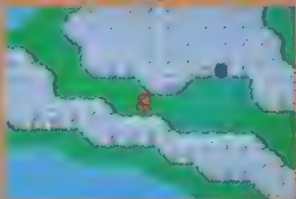
Oh, he's hiding in his bedroom!



Now you'll be able to complete your investigation of the Earth Cave. This ROD will move that stone plate that you found.

Solve the Mystery of the Earth Cave

SAVE your game, then go back to the Earth Cave. It's time to find out just what is under that stone plate on the third floor.



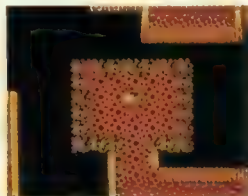
This looks like a good place to set up a CABIN!

USE THE ROD

Work your way down to the third floor and go to the stone plate. When you pry on it with the ROD, the stone plate breaks into small pieces.



Use the ROD by going to the ITEM screen, selecting ROD and pressing A.



The stairway leads you further into the depths of the Earth Cave.

FIND LICH, THE EARTH FIEND

Use the map to find your way to the Earth Altar. Hopefully, you have a large enough stock of HEAL potions to make it there. Enter the room on the fifth floor and meet Lich, the Earth Fiend. If you succeed in defeating him, proceed forward to the altar to restore the power of Earth to the Orb. After doing so, step forward to warp from the cave.



You enter the room to find a strange glowing ball.



Stepping up to the altar restores the power of Earth to the Orb.



Crescent Lake

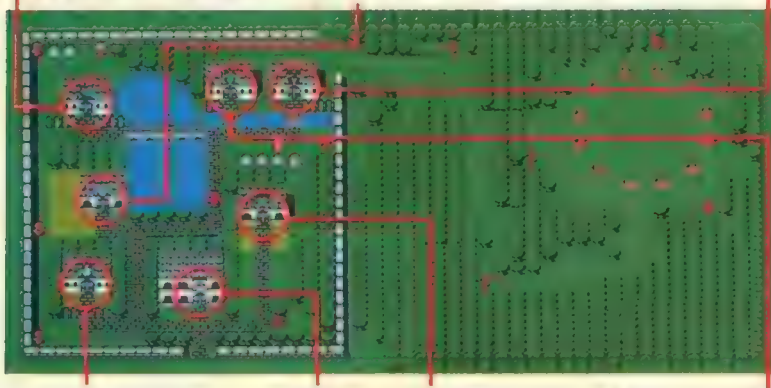
The town is named for the large, crescent shaped lake to its east. In Coneria you were told that Lukahn left to join his colleagues here, where you receive the CANOE from a Sage.



THE CIRCLE OF SAGES

Near the magic shops you will find a break in the town wall that will allow you to reach the Circle of Sages.

WEAPONS SHOP ARMOR SHOP BLACK MAGIC SHOP

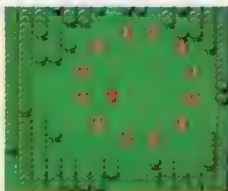


POTION SHOP

INN CLINIC WHITE MAGIC SHOP

VISIT THE CIRCLE OF SAGES

Travel the path you find through the hole in the town wall near the Black Magic Shop. The path leads you to the Circle of Sages. Here you find Lukahn the prophet, in consultation with his colleagues.



Be sure to return here later, the Sages have good information.

YOUR REWARD, THE CANOE

As a reward, one of the Sages will present you with the CANOE. This new vehicle allows you to travel the lakes and rivers in your path.

Your reward for a job well done will lead you to a new goal.



CRUISE THE WATERWAYS

By using the CANOE, you will be able to shortcut through the lakes and rivers that you previously had to go around. Most importantly though, you will be able to travel to Gurgu Volcano to battle the Fire Fiend.



Walking up to the riverbank, your journey continues in the CANOE.



With the CANOE, the mouth of any stream can be like a port.

NOTEBOOK

- The twelve Sages are here.
- The Fire Fiend is at Gurgu Volcano.
- You must use the CANOE to navigate to Gurgu Volcano.
- The apprentice sleeps.
- Everything here is expensive!

Gurgu Volcano

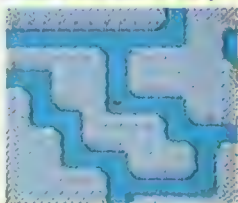
*Here is where the Sage told you to go to find the Fiend of Fire. **SAVE** your journey before entering the volcano by using a **TENT** or **CABIN**.*



Please refer to the Final Fantasy Dungeon Maps Poster

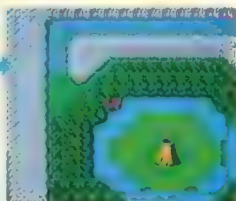
A WACKY, WINDING, WATERWAY

By following the river that leads from Crescent Lake you can find Gurgu Volcano. Deep within the fiery hollow of this ancient place hides Kary, the Fiend of Fire. If you do not stop her, she will burn everything she can.



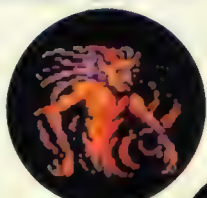
These waterways can be confusing, be sure to make a map!

At the foot of the Gurgu Volcano. A nice place to set up a **HOUSE**.



MONSTERS OF FLAME

Weapons, and magic spells from the **ICE** category are the most effective against enemies that are made of, live in, or use **FIRE**. The reverse is also true, you should use magic spells, and weapons and armor from the **FIRE** category when dealing with **ICE** monsters.

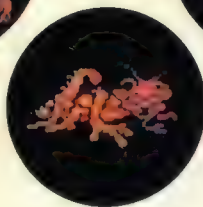


FIRE

AGAMA

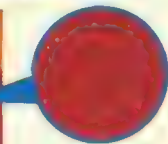


**RED
HYDRA**



AVOID WALKING THROUGH LAVA

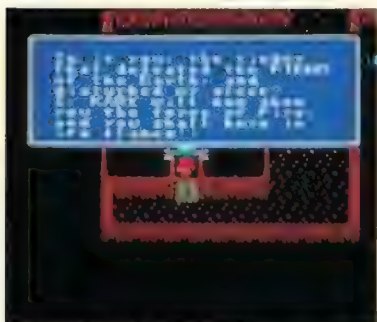
All throughout the volcano you will find puddles and streams of molten lava. Your boots will protect you to a small extent, but to avoid unnecessary loss of HP, do not walk through the lava when you can avoid it.



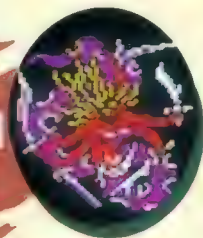
Tread lightly brave Warriors.

BATTLE AGAINST THE FIRE FIEND

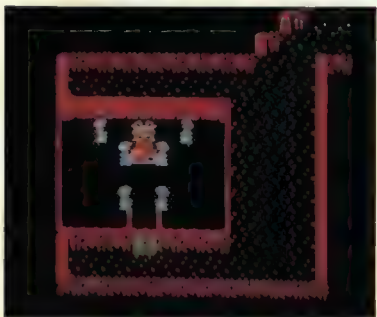
The Sages are counting upon you to defeat Kary, the Fiend of Fire. Wind your way into the depths of the Gurgu Volcano. Fight to stay alive with each step. By the time you reach the Fire Altar you would much rather defeat Kary and warp out than retrace your path.



She sure is torchy, isn't she?



Defeat this fiend to protect the world from the fury of her flame!



After defeating Kary, step forward to restore the Power of Fire to the Orb. Continue forward to be warped to the outside world.



The Ice Cave

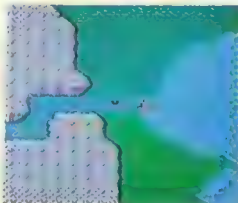
North of the volcano you will find the Ice Cave. This is what the apprentice sage in Crescent Lake was probing for. Hidden deep inside you will find the FLOATER.



Please refer to the Final Fantasy Dungeon Maps Poster.

PADDLE UP THE CREEK

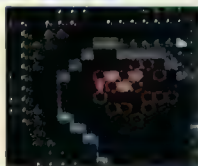
You must sail your SHIP north along the coastline from the port near Crescent Lake. When you find the river, sail your SHIP to the mouth. You will continue up the river in the CANOE.



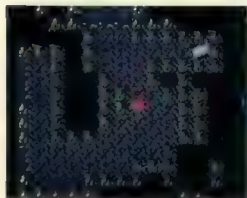
With the CANOE, ports are no longer the only place to dock.

FIND THE FLOATER

The Ice Cave is a treacherous place for Light Warriors with insufficient experience. If you just cannot survive the trek through, you should gain more Experience before attempting to find the FLOATER.



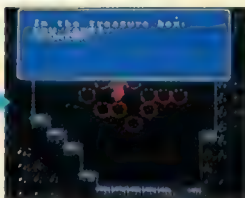
The FLOATER has to be in that box. How can you get to it?



Locate the stairway to the next floor.



What can this hole be for???



Step in the hole and warp to the box you just couldn't get to.

The Ryukahn Desert

The prophets of ElfLand inform you that they now have their visions. Now that you have possession of the FLOATER, they can see the AIRSHIP buried in the Ryukahn Desert.



WHERE TO DOCK

Sail your SHIP to the mouth of the river east of the Ryukahn Desert. Weigh anchor and use the CANOE to get ashore. A short journey west will find the opening to this desolate, arid wasteland.



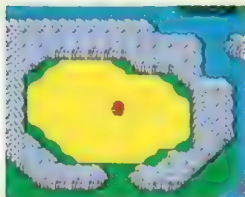
Weigh anchor and CANOE ashore.



The Ryukahn Desert, where is the AIRSHIP?

AN AIRSHIP APPEARS!!

Once in the Ryukahn Desert you can use the FLOATER to raise the AIRSHIP from beneath the sands. So much time has passed since the AIRSHIP has been seen. Everyone will be amazed.



Where is it? The Elves said it would be here!



Go to the ITEM Screen, select FLOATER, then push A to reveal its location.



It's time to cruise around in your awesome AIRSHIP!

WHERE CAN I LAND THIS THING?

Taking off in the AIRSHIP is easy. Simply walk over the top of it and press the A button. However, landing is another story. Flat fields or grassy plains are its only landing spots. To tell if you can land, observe the terrain marked by the AIRSHIP's shadow. If the shadow is completely on a landing area press A to land. If the sight you picked is unsuitable, the AIRSHIP will not touch down.

FLAT FIELD



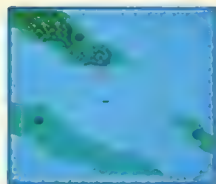
The shadow is your indicator to know where you can touch down.

GRASSY PLAIN



Soar Over The Entire World

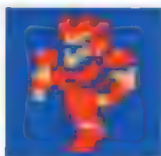
With the AIRSHIP your world has now expanded to its full limit. Its cruising speed is four times what you can achieve on foot. Best of all, there are no enemies in the sky to attack you! Make sure to keep track of all your clues as you soar your way around the world completing your quest to restore the light to the other two Orbs.



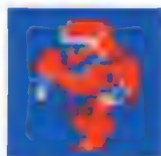
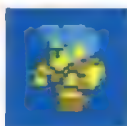
CLASS CHANGE

Each character will mature into an adult state after certain conditions are met. This will enable them to purchase some magic spells, and EQUIP some weapons that they were not previously able to. After class change some characters will become magic users and will gain a Magic Level meter on the MENU screen.

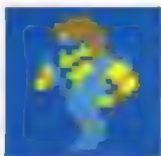
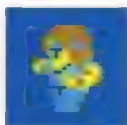
KNIGHT



NINJA



GRAND MASTER (Master)



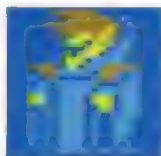
RED WIZARD (Red Wiz)



WHITE WIZARD (Wh. Wiz)



BLACK WIZARD (Bl. Wiz)



WHITE MAGIC

● LEVEL 1 ●

CURE (one ally)	HP will be recovered slightly.
HARM (all enemies) . . .	Hurts Undead monsters ranging from 20 to 80 HP.
FOG (spell caster)	Shields by envelopment in a thick fog. Armor will increase 8 points.
RUSE (spell caster) . . .	The enemy is fooled into seeing multiple images of the magician. Evade rate increases 40%.

● LEVEL 2 ●

LAMP (one ally)	Removes the enemies' DARK spells.
MUTE (one enemy) . . .	Magic users are rendered unable to speak.
ALIT (all allies)	Anti-lighting; reduces damage received by 25 to 50%.
INVS (one ally)	Invisibility, 20% increase in ability to avoid attack.

● LEVEL 3 ●

CUR2 (one ally)	Second CURE spell. HP will recover from 32 to 64 points.
HRM2 (all enemies) . . .	Second HARM. Damages to Undead monsters will range from 40 to 160 points.
AFIR (all allies)	Anti-FIRE spell; reduces damage from Fire spells by 25 to 50%.
HEAL (all allies)	Restores 12 to 24 HP.

● LEVEL 4 ●

PURE (one ally)	Magical artifact for power.
FEAR (all enemies) . . .	Causes the enemies to run away in terror.
AICE (all allies)	Anti-ICE spell; decreases the effects by 25 to 50%.
AMUT (one ally)	Anti-MUTE spell will nullify the enemies' MUTE spell.

White Magic is used mainly for the protection of your adventure party. Remember that Magic level is not the same as Experience level.

● LEVEL 5 ●

CUR3 (one ally)	Third CURE spell. HP will recover by 64 to 128 points.
LIFE (one ally)	Revives a slain ally. Cannot be used during battle. CAUTION. HP is only 1 after being revived
HRM3 (all enemies) . . .	Third HARM spell. Damages to Undead monsters range from 60 to 240 points
HEL2 (all allies)	Second HEAL spell. HP will recover by 24 to 48 points.

● LEVEL 6 ●

SOFT (one ally)	Releases one ally from enemies' STONE spells
EXIT (all allies)	Will warp the adventure party from the dungeon, but does not work in battle
FOG2 (all allies)	Second FOG, increases armor defensive rating by 12 points
INV2 (all allies)	Second Invisibility spell. Results in a 40% decrease in the enemy attack.

● LEVEL 7 ●

CUR4 (all allies)	Fourth and most powerful CURE spell. HP will be completely restored.
HRM4 (all enemies) . . .	Fourth and most powerful HARM spell. Will damage Undead monsters by 80 to 320 HP.
ARUB (all allies)	Offers protection from the enemies' RUB spell
HEL3 (all allies)	Third, and most powerful HEAL spell. HP will recover by 48 to 96 points.

● LEVEL 8 ●

LIF2 (one ally)	Revives a slain ally with complete restoration of HP.
FADE (all enemies) . . .	Causes evil to be gone.
WALL (one ally)	Places a protective wall around one Warrior, preventing the enemies use of magic on him
XFER (one enemy) . . .	Deprives strong enemies of their special defense

BLACK MAGIC

● LEVEL 1 ●

FIRE (one enemy)	A small fireball capable of 10 to 40 HP of damage is thrown at the enemy
SLEP (one enemy)	Causes the enemy to fall asleep, leaving him unable to defend himself
LOCK (one enemy)	"Locks-in" the enemy for attack. The success rate of inflicting damage increases by 10%
LIT (one enemy)	LIGHTNING is fired at the enemy, from the magician's fingers. Damages range from 10 to 40 points

● LEVEL 2 ●

ICE (one enemy)	The cold wind and driving snow of a blizzard are directed at the enemy. Damages range from 20 to 80 points.
DARK (all enemies)	The enemy is blinded by darkness
TMPR (one ally)	Weapon strength is increased by 14 points
SLOW (all enemies)	Slows the enemies' thinking and actions.

● LEVEL 3 ●

FIR2 (all enemies)	Second FIRE spell. Larger fireballs are directed at the enemy party; damages from 30 to 120 points.
HOLD (one enemy)	Similar to SLEEP, the enemy becomes comatose. Does not work on some enemies
LIT2 (all enemies)	Second LIGHTNING spell. Tremendous results are possible when used in water
LOK2 (all enemies)	More powerful LOCK spell, works on entire enemy party, making them easier to hit.

● LEVEL 4 ●

SLP2 (one enemy)	Most powerful SLEEP spell
FAST (one ally)	Raises agility, nullifies SLOW, and increases fire rate of weapon 2 times.
CONF (all enemies)	Confusion enters the enemies' minds. They cannot identify their enemy and will attack themselves
ICE2 (all enemies)	Second ICE spell. Damages range from 40 to 160 points.

Black Magic is used offensively, for assisting your allies in battle, and as a primary attack.

● LEVEL 5 ●

FIR3 (all enemies)	Third and most powerful FIRE spell. Damages range from 50 to 200 points.
BANE (all enemies)	A vapor trail of poison smoke will completely terminate many enemies
WARP (all enemies)	Teleports your party to the previous level of a dungeon. Use it when you are lost
SLO2 (one enemy)	Most powerful SLOW

● LEVEL 6 ●

LIT3 (all enemies)	Third and most devastating LIGHTNING spell. Damages range from 60 to 240 points.
RUB (one enemy)	Erases an enemy from the face of the earth completely. Does NOT work on Undead monsters
QAKE (all enemies)	An earthquake rocks the ground under the enemies' feet. When cracks appear, they fall in.
STUN (one enemy)	Paralyzes any enemy of up to 300 HP

● LEVEL 7 ●

ICE3 (all enemies)	Most powerful ICE spell. Damages range from 70 to 280 points
BRAK (one enemy)	Breaks the enemy into little pieces
SABR (spell caster)	Makes your weapon sharper magically. Success rate increases by 40% and damages increase by 15%
BLND (one enemy)	The enemy is blinded and cannot see well enough to effectively attack

● LEVEL 8 ●

NUKE (all enemies)	Melts everything with tremendous heat.
STOP (all enemies)	Time is stopped for the enemies
ZAP! (all enemies)	The enemy is pushed into the 4th dimension. Does not work all the time.
XXXX (one enemy)	Similar to, but more effective than RUB. Those enemies are defeated completely

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90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

This warranty shall not apply if the PAK has been damaged by negligence, accident, commercial use, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, to Nintendo, and enclose a check or money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

Nintendo

PRINTED IN JAPAN

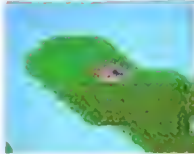
FINAL FANTASY

GAME WORLD MAP

Here is a map of the entire Final Fantasy overworld. Surrounding the map is a list of most of the places that you will journey to.



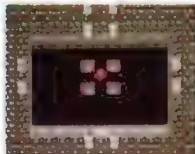
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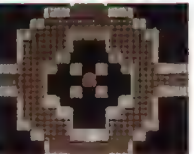
1 CASTLE & TOWN OF CONERIA



27 ???




26 ???




3 NORTH BRIDGE




25 MIRAGE TOWER




4 MATOYA'S CAVE




24 WATERFALL



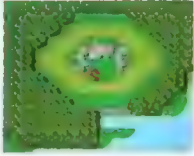
5 PRAVOKA




23 SEA SHRINE



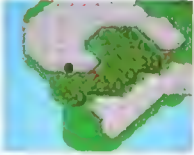
6 ELFLAND AND THE CASTLE OF ELF



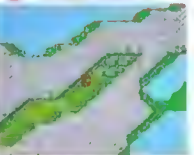
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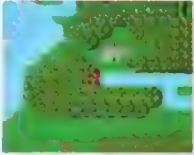
7 DWARF CAVE




21 GAIA




8 NORTHWEST CASTLE



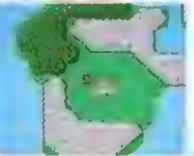
20 ONRAC



9 MARSH CAVE




19 CASTLE OF ORDEAL




10 MELMOND




18 CARDIA ISLANDS




11 TITAN'S TUNNEL




12 EARTH CAVE



13 SARDA'S CAVE




14 CRESCENT LAKE



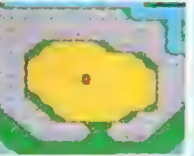
15 GURGU VOLCANO



16 ICE CAVE



17 RYUKAHN DESERT



Enemy Identification Chart

This is a monster identification chart that will help you as you play Final Fantasy. Included is each monster's full name as well as each monster's vital statistics. Use this information to plan your battle strategies. Pay careful attention to the "Monster's Hit Points" section. It will help you determine whether or not you will be able to defeat a group of enemies. If you find a particular enemy's weakness, you may wish to add it to the chart for future reference.

Experience Points for Defeating

Monster's Hit Points

Monster's Weak Point(s)







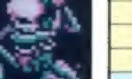

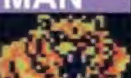





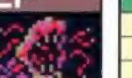

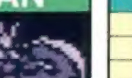







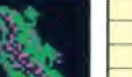








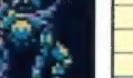





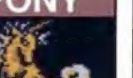









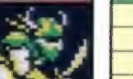















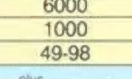





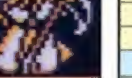
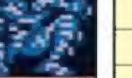
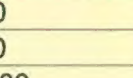

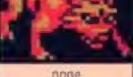
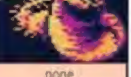

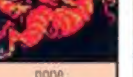
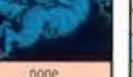
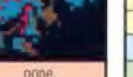
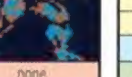
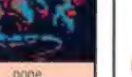
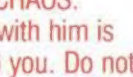


Ineffective Attack(s)

Monster Name

Gold Obtained for Defeating

Monster's Average Attack Points

Monster's Special Attack(s)

AGAMA 2472 1200 296 31-62 ICE FIRE 	AIR 1614 807 358 53-106 none OAKE, BANE, STUN, BRAK, SLEP 	ANKYLO 2610 1 352 98-196 none none 	ARACHNID 141 50 64 5-10 none none 	ASP 123 50 56 6-12 none none 	ASTOS 2250 2000 168 26-52 none RUB, FAST, FIRE, etc. plus 	BADMAN 1263 1800 260 44-88 none none 	BIGEYE 3591 3591 304 30-60 LIT OAKE, FIRE 	BLUE DRAGON 3274 2000 454 92-184 FIRE OAKE, FIRE 	BONE 9 3 10 10-20 FIRE ICE, RUB, BANE, BRAK, STUN, SLEP, plus 	BULL 489 489 164 22-44 none none 
CARIBE 240 20 92 22-44 LIT OAKE, FIRE 	CATMAN 780 780 160 30-60 none none 	CEREBUS 1182 600 192 30-60 ICE FIRE 	CHIMERA 2064 2500 300 30-60 ICE OAKE, FIRE 	COBRA 165 50 80 22-44 none none 	COCTRICE 186 200 50 1-2 OAKE STUN 	CRAWL 186 200 84 1-2 none none 	CREEP 63 15 56 17-34 FIRE none 	EARTH 1536 768 288 66-132 FIRE OAKE, ICE, LIT, BANE, BRAK, STUN, plus 	EVILMAN 2700 3000 190 55-110 none RUB, BANE, BRAK, STUN, plus 	EYE 3225 3225 162 30-60 none OAKE 
FIGHTER 3420 3420 200 40-80 none RUB, HEAL, plus 	FIRE 1620 800 276 50-100 FIRE OAKE, FIRE, RUB, BANE, SLEP, STUN, plus 	FROST DRAGON 1701 2000 200 53-106 LIT, FIRE OAKE, ICE, BANE, BRAK 	FROST GATOR 1890 2000 142 56-112 LIT OAKE, FIRE 	FROST GIANT 1752 1752 336 60-120 FIRE ICE 	FROST WOLF 402 200 93 25-50 FIRE ICE 	GARGOYLE 132 80 80 12-24 none OAKE 	GARLAND 130 250 106 15-30 none none 	GAS DRAGON 4068 5000 352 72-144 ICE OAKE 	GATOR 816 900 184 42-84 LIT OAKE, FIRE 	GEIST 117 117 56 8-16 FIRE OAKE, ICE, RUB, BANE, plus 
GHOST 990 990 180 93-186 FIRE OAKE, ICE, RUB, BANE, plus 	GHOUL 93 50 48 8-16 FIRE OAKE, ICE, RUB, BANE, plus 	GIANT 879 879 240 38-76 none none 	GREAT PEDE 2244 1000 320 73-146 ICE, FIRE none 	GREEN MEDUSA 1218 1218 68 20-40 FIRE OAKE, ICE 	GREEN OGRE 282 300 132 23-46 none none 	GREY IMP 18 18 16 8-16 none none 	GREY NAGA 3489 4000 420 7-14 none LIT, HOLD, DARK, SLEP, plus 	GREY SHARK 2361 600 344 50-100 LIT OAKE, FIRE 	GREY WOLF 93 22 72 14-28 none none 	GREY WORM 1671 400 280 50-100 ICE OAKE, FIRE 
IGUANA 153 50 92 18-36 none none 	IMAGE 231 231 86 22-44 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP, plus 	IMP 6 6 8 4-8 none none 	IRONGOL 6717 3000 304 93-186 none LIT, ICE, FIRE, BANE, RUB, STUN, plus 	JIMERA 4584 5000 350 40-80 ICE OAKE, FIRE 	KYZOKU 60 120 50 14-28 none OAKE 	LOBSTER 639 300 148 35-70 LIT OAKE, FIRE 	MADPONY 63 15 64 10-20 none none 	MAGE 1095 1095 105 26-52 none RUB, LIT, STUN, FIRE, plus 	MANCAT 603 800 110 20-40 OAKE, LIT, FIRE, ICE STONE, RUB, XXXX, plus 	MANTICOR 1317 650 164 22-44 none OAKE 
MUMMY 300 300 80 30-60 FIRE ICE, RUB, BRAK, SLEP 	NAGA 2355 2355 356 9-18 LIT OAKE, FIRE 	NAOCHO 3189 500 344 35-70 none none 	NITEMARE 1272 700 200 30-60 ICE OAKE, FIRE, RUB, BANE, plus 	OCHO 1224 102 208 20-40 LIT OAKE, FIRE 	ODDEYE 42 10 10 4-8 LIT OAKE, FIRE 	OGRE 195 195 100 18-36 none none 	OOZE 252 70 76 32-64 ICE, FIRE OAKE, LIT, RUB, BANE, BRAK, STUN, plus 	PEDE 1194 300 222 39-78 none none 	PERILISK 423 500 44 20-40 ICE OAKE, FIRE 	PHANTOM 1 1 360 120-240 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP, plus 
RED CARIBE 546 46 172 37-74 none none 	RED DRAGON 2904 4000 248 75-150 ICE, BANE, BRAK OAKE, FIRE 	RED GARGOYLE 387 387 94 10-20 none OAKE, ICE, FIRE 	RED GIANT 1506 1506 300 73-146 ICE FIRE 	RED HYDRA 1215 400 182 20-40 ICE FIRE 	RED SAHAG 105 105 64 15-30 LIT OAKE, FIRE 	ROCKGOL 2385 1000 200 70-140 none LIT, ICE, FIRE, STUN, plus 	SABER TOOTH TIGER 843 500 200 24-48 none none 	SAHAG 30 30 28 10-20 LIT OAKE, FIRE 	SAND WORM 2683 900 200 46-92 none OAKE 	SAURIA 1977 658 196 30-60 none none 
SCORPION 225 70 84 22-44 none none 	SCUM 84 20 24 1-2 ICE, FIRE OAKE, LIT, RUB, BANE, BRAK, STUN, plus 	SEASNAKE 957 600 224 35-70 LIT OAKE, FIRE 	SEATROLL 852 852 216 40-80 LIT OAKE 	SENTRY 4000 2000 400 102-204 LIT OAKE, ICE, FIRE, RUB, plus 	SHADOW 90 45 50 10-20 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP, plus 	SHARK 267 66 120 22-44 LIT OAKE, FIRE 	SLIME 1101 900 156 49-98 none none 	SORCEROR 822 999 112 1-2 none none 	SPECTER 150 150 52 20-40 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP, plus 	SPHINX 1160 1160 228 23-46 none OAKE 
SPIDER 30 8 28 10-20 none none 	TIGER 438 108 132 73-146 none none 	T REX 7200 600 600 115-230 none none 	TROLL 621 621 184 24-48 FIRE none 	TYRO 3387 502 408 65-130 none none 	VAMPIRE 1200 2000 156 76-152 FIRE OAKE, ICE, RUB, BANE, BRAK, SLEP, plus 	WARMECH 32000 32000 1000 128-256 none OAKE, LIT, FIRE, ICE, BANE, BRAK, plus 	WATER 1962 800 300 69-138 ICE OAKE, BANE, STUN, plus 	WEREWOLF 135 67 68 14-28 none none 	WIZARD 276 300 84 30-60 none none 	WIZARD MUMMY 984 1000 188 43-86 FIRE ICE, RUB, BRAK, SLEP 
WIZARD OGRE 723 723 144 23-46 none OAKE 	WIZARD SAHAG 882 882 204 47-94 LIT OAKE, FIRE 	WIZARD VAMPIRE 2385 3000 300 90-180 FIRE OAKE, ICE, RUB, BANE, plus 	WOLF 24 6 20 8-16 none none 	WORM 4344 1000 448 65-130 none OAKE 	WRAITH 432 432 114 40-80 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP, plus 	WYRM 1218 502 260 40-80 none OAKE 	WYVERN 1173 50 212 30-60 none OAKE 	ZOMBIE 24 12 20 10-20 FIRE OAKE, ICE, RUB, BANE, plus 	ZOMBULL 1050 1050 224 40-80 none none 	ZOMBIE DRAGON 2331 999 268 56-112 FIRE OAKE, ICE, RUB, BANE, plus 

CHAOS

0

0

2000


100-200

plus

plus

plus

This is CHAOS. The battle with him is entirely up to you. Do not fear, you can prevail!



FINAL FANTASY™

Dungeon Maps

These maps will help you get through some of the treacherous dungeons in Final Fantasy.

Marsh Cave

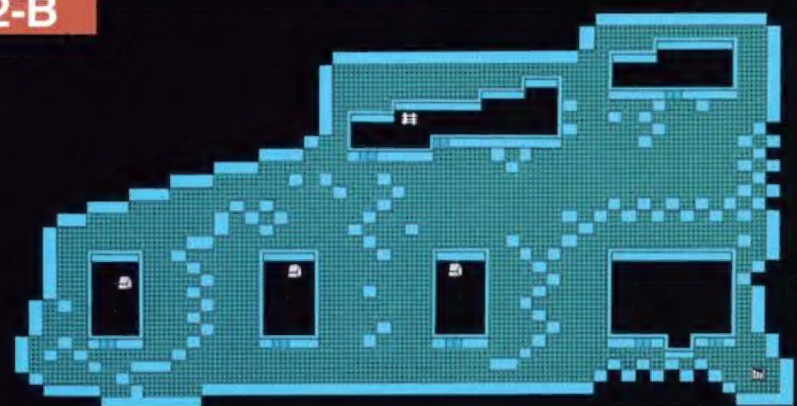
This is where the Lone King has directed you to look for the CROWN.

M1

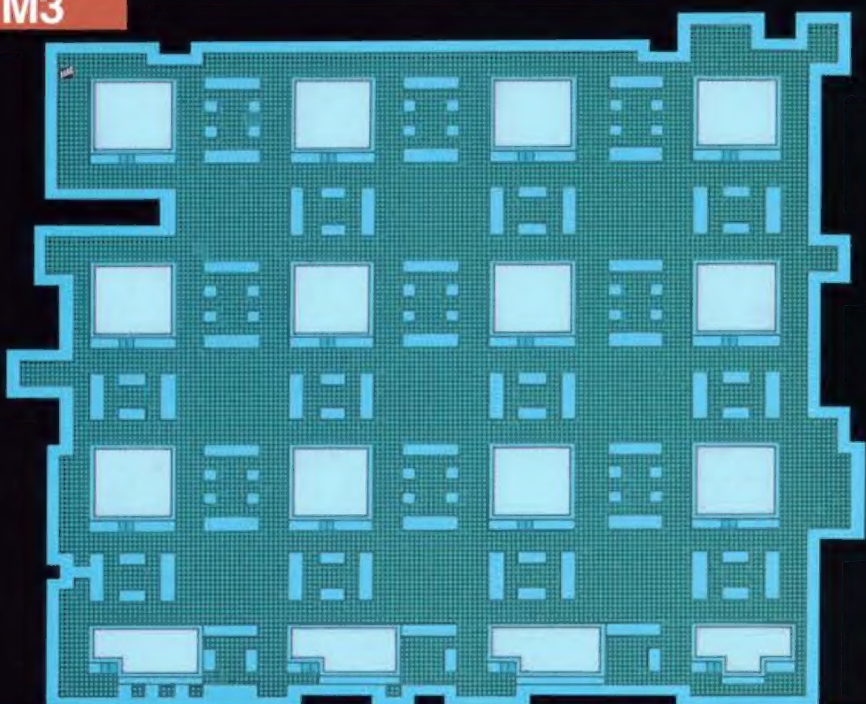


M2-A

M2-B



M3



E1



E2



E3



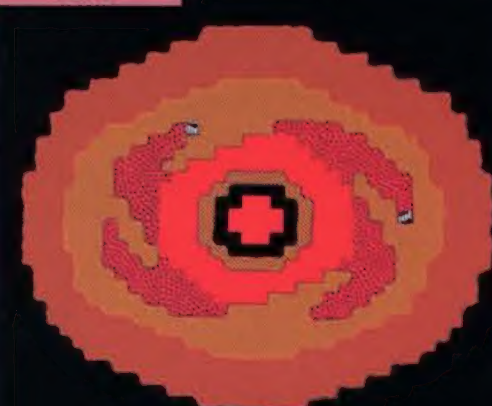
E4



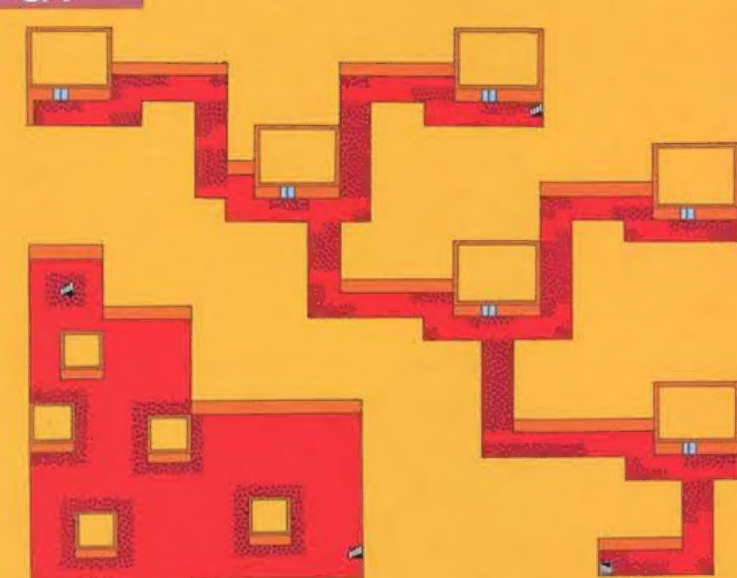
Earth Cave

The residents of Melmond said that this is the source of the earth's rotting. You'll battle the Earth Fiend here.

G1



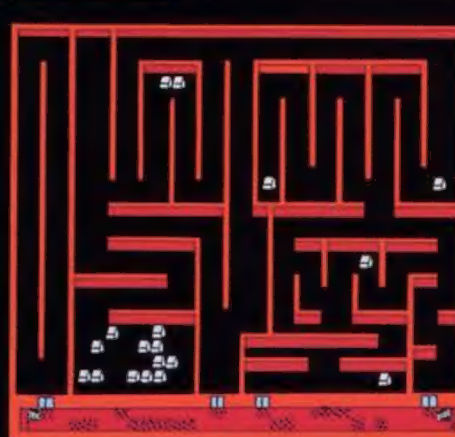
G4



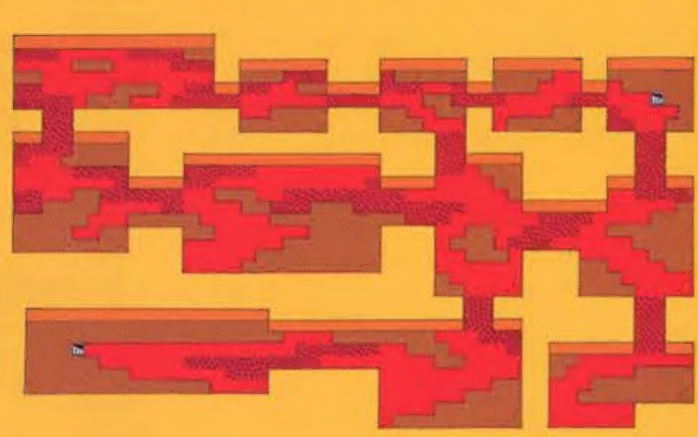
G3-A



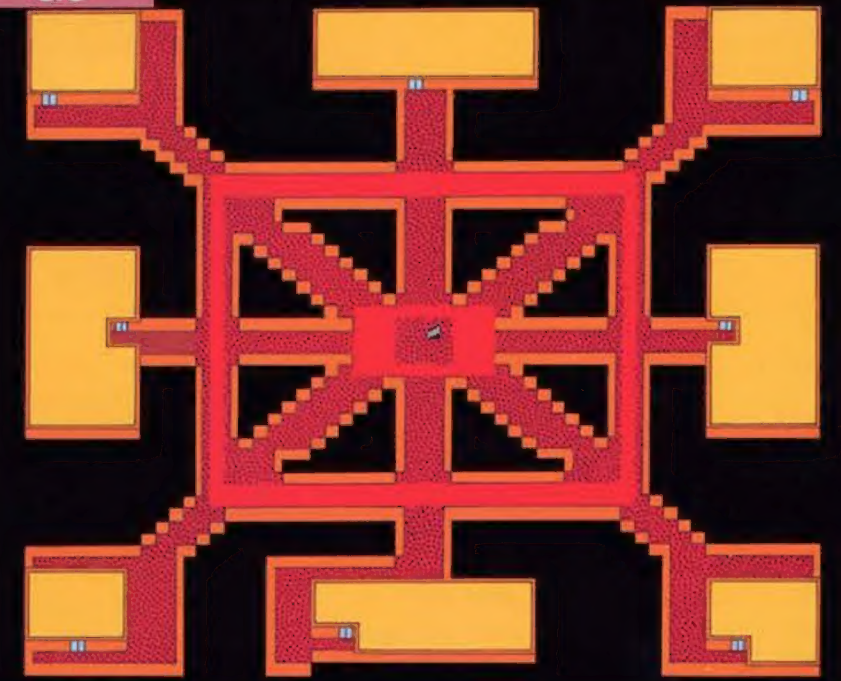
G2



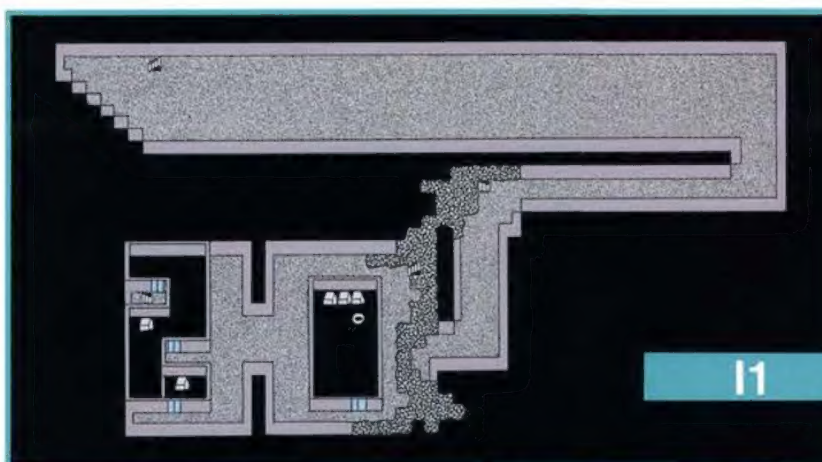
G3-B



G5



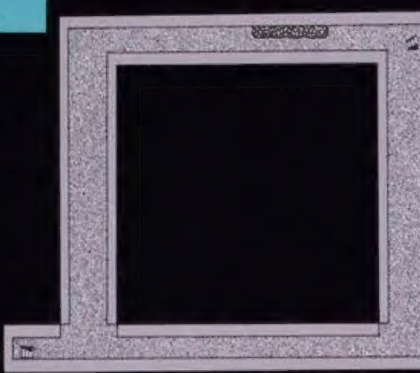
I1



E5



I2-A



I2-B



I3-A



Ice Cave

An apprentice Sage has hinted that this is where the FLOATER can be found.

I3-B



Magic

Use this chart for handy reference when making determinations as to what spells you will want to buy. If a spell exists that your Warrior can use after Class Change, make sure to leave a space open for that spell in that magician's inventory.

AFFECTS

ONE ALLY This spell will affect the Light Warrior of your choice.

ALLY PARTY This spell will affect all 4 Light Warriors.

CASTER This spell will only affect the magician who cast it.

ONE ENEMY This spell will affect only one member of the enemy party.

ENEMY PARTY This spell will affect the entire enemy party.



LEVEL	TYPE	SPELL NAME	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard	Black Mage	Black Wizard	RESULT	AFFECTS
1	WHITE	CURE	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	One ally
		HARM	●	●	●	●	●	●	●	●	●	●	●	●	Harm Undead	Enemy party
		FOG	●	●	●	●	●	●	●	●	●	●	●	●	Raise defense	One ally
	BLACK	RUSE	●	●	●	●	●	●	●	●	●	●	●	●	Raise defense	Caster
		FIRE	●	●	●	●	●	●	●	●	●	●	●	●	Attack with fire	One enemy
		SLEP	●	●	●	●	●	●	●	●	●	●	●	●	Put to sleep	Enemy party
2	WHITE	LOCK	●	●	●	●	●	●	●	●	●	●	●	●	Raise hit %	One enemy
		LIT	●	●	●	●	●	●	●	●	●	●	●	●	Attack with lightning	One enemy
		LAMP	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	One ally
	BLACK	MUTE	●	●	●	●	●	●	●	●	●	●	●	●	Silence magic users	Enemy party
		ALIT	●	●	●	●	●	●	●	●	●	●	●	●	Defend against lightning	Ally party
		INVS	●	●	●	●	●	●	●	●	●	●	●	●	Raise defense	One ally
3	WHITE	ICE	●	●	●	●	●	●	●	●	●	●	●	●	Attack with cold	Enemy party
		DARK	●	●	●	●	●	●	●	●	●	●	●	●	Surround with darkness	Enemy party
		TMPR	●	●	●	●	●	●	●	●	●	●	●	●	Increase weapon value	One ally
	BLACK	SLOW	●	●	●	●	●	●	●	●	●	●	●	●	Lower offense	Enemy party
		CUR2	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	One ally
		HRM2	●	●	●	●	●	●	●	●	●	●	●	●	Harm Undead	Enemy party
4	WHITE	AFIR	●	●	●	●	●	●	●	●	●	●	●	●	Defend against fire	Ally party
		HEAL	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	Ally party
		FIR2	●	●	●	●	●	●	●	●	●	●	●	●	Attack with fire	Enemy party
	BLACK	HOLD	●	●	●	●	●	●	●	●	●	●	●	●	Paralysis	One enemy
		LIT2	●	●	●	●	●	●	●	●	●	●	●	●	Attack with lightning	Enemy party
		LOK2	●	●	●	●	●	●	●	●	●	●	●	●	Raise hit %	Enemy party
5	WHITE	PURE	●	●	●	●	●	●	●	●	●	●	●	●	Antidote for poison	One ally
		FEAR	●	●	●	●	●	●	●	●	●	●	●	●	Enemy runs away	Enemy party
		AICE	●	●	●	●	●	●	●	●	●	●	●	●	Defend against cold	Ally party
	BLACK	AMUT	●	●	●	●	●	●	●	●	●	●	●	●	Muted magic users can speak	One ally
		SLP2	●	●	●	●	●	●	●	●	●	●	●	●	Put to sleep	One enemy
		FAST	●	●	●	●	●	●	●	●	●	●	●	●	Quick shot	One ally
6	WHITE	CONF	●	●	●	●	●	●	●	●	●	●	●	●	Confusion	Enemy party
		ICE2	●	●	●	●	●	●	●	●	●	●	●	●	Attack with cold	Enemy party
		CUR3	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	One ally
	BLACK	LIFE	●	●	●	●	●	●	●	●	●	●	●	●	Revive the slain	One ally
		HRM3	●	●	●	●	●	●	●	●	●	●	●	●	Harm Undead	Enemy party
		HEL2	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	Ally party
7	WHITE	FIR3	●	●	●	●	●	●	●	●	●	●	●	●	Attack with fire	Enemy party
		BANE	●	●	●	●	●	●	●	●	●	●	●	●	Attack with poison smoke	Enemy party
		WARP	●	●	●	●	●	●	●	●	●	●	●	●	Return one dungeon floor	Ally party
	BLACK	SLO2	●	●	●	●	●	●	●	●	●	●	●	●	Lower offense	One enemy
		SOFT	●	●	●	●	●	●	●	●	●	●	●	●	Remove "STONE" spell	One ally
		EXIT	●	●	●	●	●	●	●	●	●	●	●	●	Exit dungeon	Ally party
8	WHITE	FOG2	●	●	●	●	●	●	●	●	●	●	●	●	Raise defense	Ally party
		INV2	●	●	●	●	●	●	●	●	●	●	●	●	Raise defense	Ally party
		LIT3	●	●	●	●	●	●	●	●	●	●	●	●	Attack with lightning	Enemy party
	BLACK	RUB	●	●	●	●	●	●	●	●	●	●	●	●	Erase enemy	One enemy
		QAKE	●	●	●	●	●	●	●	●	●	●	●	●	Earthquake	Enemy party
		STUN	●	●	●	●	●	●	●	●	●	●	●	●	Paralysis	One enemy
9	WHITE	CUR4	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	One ally
		HRM4	●	●	●	●	●	●	●	●	●	●	●	●	Harm Undead	Enemy party
		ARUB	●	●	●	●	●	●	●	●	●	●	●	●	Defend against magic	Ally party
	BLACK	HEL3	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	Ally party
		ICE3	●	●	●	●	●	●	●	●	●	●	●	●	Attack with cold	Enemy party
		BRAK	●	●	●	●	●	●	●	●	●	●	●	●	Shatter enemy	One enemy
10	WHITE	SABR	●	●	●	●	●	●	●	●	●	●	●	●	Raise weapon power	Caster
		BLND	●	●	●	●	●	●	●	●	●	●	●	●	Blind enemy	One enemy
		LIF2	●	●	●	●	●	●	●	●	●	●	●	●	Revive the slain	One ally
	BLACK	FADE	●	●	●	●	●	●	●	●	●	●	●	●	Attack against evil	Ally party
		WALL	●	●	●	●	●	●	●	●	●	●	●	●	Defend all	One ally
		XFER	●	●	●	●	●	●	●	●	●	●	●	●	Loss of "special" defense	One enemy
11	WHITE	NUKE	●	●	●	●	●	●	●	●	●	●	●	●	Tremendous heat	Enemy party
		STOP	●	●	●	●	●	●	●	●	●	●	●	●	Paralysis	Enemy party
		ZAP!	●	●	●	●	●	●	●	●	●	●	●	●	Send to 4th dimension	Enemy party
	BLACK	XXXX	●	●	●	●	●	●	●	●	●	●	●	●	Erase enemy	One enemy
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●	Erase enemy	One enemy
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●	Erase enemy	One enemy

LEVEL	TYPE	SPELL NAME	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard	Black Mage	Black Wizard	RESULT	AFFECTS
5	WHITE	CUR3	-	-	-	-	-	●	●	●	●	-	-	-	Recover HP	One ally
		LIFE	-	-	-	-	-	-	●	●	●	-	-	-	Revive the slain	One ally
		HRM3	-	-	-	-	-	-	-	●	●	-	-	-	Harm Undead	Enemy party
	BLACK	HEL2	-	-	-	-	-	-	-	●	●	-	-	-	Recover HP	Ally party
		FIR3	-	-	-	-	-	-	●	●	-	-	●	●	Attack with fire	Enemy party
		BANE	-	-	-	-	-	-	-	●	-	-	●	●	Attack with poison smoke	Enemy party
6	WHITE	WARP	-	-	-	-	-	-	●	-	-	●	●	Return one dungeon floor	Ally party	
		SLO2	-	-	-	-	-	-	●	●	-	-	●	●	Lower offense	One enemy
		SOFT	-	-	-	-	-	-	-	●	●	-	-	-	Remove "STONE" spell	One ally
	BLACK	EXIT	-	-	-	-	-	-	●	-	●	-	-	-	Exit dungeon	Ally party
		FOG2	-	-	-	-	-	-	-	●	●	-	-	-	Raise defense	Ally party
		INV2	-	-	-	-	-	-	-	●	●	●	-	-	Raise defense	Ally party
7	WHITE	LIT3	-	-	-	-	-	-	●	-	-	●	●	Attack with lightning	Enemy party	
		RUB	-	-	-	-	-	-	-	-	-	-	●	●	Erase enemy	One enemy
		QAKE	-	-	-	-	-	-	-	-	-	-	●	●	Earthquake	Enemy party
	BLACK	STUN	-	-	-	-	-	-	-	-	-	-	●	●	Paralysis	One enemy
		CUR4	-	-	-	-	-	-	-	-	-	●	-	-	Recover HP	One ally
		HRM4	-	-	-	-	-	-	-	-	-	●	-	-	Harm Undead	Enemy party
8	WHITE	ARUB	-	-	-	-	-	-	●	●	●	-	-	Defend against magic	Ally party	
		HEL3	-	-	-	-	-	-	-	●	●	-	-	Recover HP	Ally party	
		ICE3	-	-	-	-	-	-	-	●	-	-	●	●	Attack with cold	Enemy party
	BLACK	BRAK	-	-	-	-	-	-	-	-	-	-	●	Shatter enemy	One enemy	
		SABR	-	-	-	-	-	-	-	-	-	-	●	Raise weapon power	Caster	
		BLND	-	-	-	-	-	-	-	-	-	-	●	Blind enemy	One enemy	
9	WHITE	LIF2	-	-	-	-	-	-	-	-	●	-	-	Revive the slain	One ally	
		FADE	-	-	-	-	-	-	-	-	●	-	-	Attack against evil	Ally party	
		WALL	-	-	-	-	-	-	-	-	●	-	-	Defend all	One ally	
	BLACK	XFER	-	-	-	-	-	-	-	-	●	-	-	Loss of "special" defense	One enemy	
		NUKE	-	-	-	-	-	-	-	-	-	-	●	Tremendous heat	Enemy party	
		STOP	-	-	-	-	-	-	-	-	-	-	●	Paralysis	Enemy party	
10	BLACK	ZAP!	-	-	-	-	-	-	-	-	-	-	●	Send to 4th dimension	Enemy party	
		XXXX	-	-	-	-	-	-	-	-	-	-	●	Erase enemy	One enemy	

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